



COLUMNISTS

ChessBase
Cafe

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Fritz Q&A

The e-mail I receive from readers usually contains a cornucopia of questions and concerns, with questions about *Fritz* topping the list. So in this month's column we'll take a look at some of these questions and try to clear up any mysteries.

Question How do I keep *Fritz* from resigning too soon?

Answer There's a toggle for this. Under the Tools menu, select "Options," followed by the "Game" tab. In this dialogue you'll see a section called "Resign." Simply click the radio button next to "Never," then click "Apply," followed by "OK." Now *Fritz* will never resign in your games against it.

Question How do I get rid of the arrow that appears on the board whenever *Fritz* makes a move?

Answer There's a wealth of useful settings under "Tools/Options" (see above) and this is one of them. Click the "Game" tab and remove the check from the box next to "Mark move with arrow." Click "Apply," then click the "OK" button. The arrows are now gone.

Question I'm getting "foreign" letters instead of figurines/evaluation symbols in the Notation/Engine analysis pane. How do I fix this?

Answer Right-click on a blank area of the pane in question (not directly on a move in the Notation pane) and select the "Choose font" command from the popup menu. You'll see a new dialogue appear that presents you with a scrolling list of every font on your computer. Select a font which begins with the word "Figurine," then click "OK." You'll now see piece figurines (if you've chosen that option, see below) and *Informant*-style evaluation symbols.

Question How do I get figurines instead of letters in my game notation?

Answer If you'd like to see figurines instead of letters, go to the "Tools" menu and select "Options." Select the "Clocks+Notation" tab. In the section marked "Notation," click the radio button next to "Figurines," then click the "Apply" button, followed by the "OK" button. Also, make sure you've selected a figurine font, as described above.

Question How do I keep *Fritz* from talking during a game?

Answer This is another "Tools/Options" toggle. It is located under "Multimedia." Under "Audio" you have three choices: "Talk" (which allows *Fritz* to talk during a game), "Announce moves" (which limits *Fritz*' speech to saying aloud the move just made), and "Off" (which disengages the program's voice entirely). Obviously you'll want to select the latter option if you wish *Fritz* to be mute.



Question How do I turn off the myriad arrows that appear on the chessboard when *Fritz* is considering a move?

Answer This was covered in a past [column](#), but if something's worth saying, it's worth repeating. You guessed it – it's under "Tools/Options." This time you'll want to select the "Engine" tab and uncheck the "Show plans" box.

Question Why can't I pause and save a rated game?

Answer Because this would defeat the purpose of the function. The idea behind "Rated game" mode is to try to simulate (as much as possible with an electronic opponent) the experience of playing in a rated tournament or match. That's why no take-backs are allowed and why you're not allowed to see what the engine is thinking. You're also not allowed to access the various hint and coaching functions. This is also why you can't pause a game and resume it later – although top-level professional players can sometimes find themselves adjourning a game, that's not the case with most of us "weekend warriors." When you're playing against *Fritz* in Rated game mode, you're essentially playing under conditions similar to those you'd find at a one or two day weekend chess event.

Question Why does *Fritz* sometimes lose on time? It seems impossible that a computer program could do this.

Answer Computer chess programs aren't omniscient and omnipotent; they're not even just plain "perfect" – they're simply better than ninety-nine percent of the world's chessplayers, not infallible. While a chess engine will definitely try to budget its time to avoid time trouble, finding good moves *does* take time (even for a computer) and the machine has no way to know in advance if a game will last twenty moves, thirty moves, sixty moves, a hundred moves, or longer. You'll notice that chess engines do play a bit faster in a time crunch, but the moves still won't be instantaneous, even if endgame tablebases are in use. I frequently see engine vs. engine games last 120+ moves, and more than a few conclude with one engine running out of time. The fact is that time waits for no man, and it's not all that hot at pausing itself for machines either.

Question How do I make *Fritz* move faster? I set the clocks for a 40/2 time control, but *Fritz* takes a long time to move.

Answer The problem isn't with the engine, it's with the player's *expectations* from the engine. Note the phrase "I set the clocks," that's plural. It doesn't mean that you're giving yourself two hours to make forty moves while the engine will bang out its moves immediately, it means that *both* you and *Fritz* have two hours in which to make forty moves. So naturally *Fritz* is going to utilize that allotted time. If you're impatient and want the program to move quickly, don't play a timed game. Instead play a casual game and set the program to something like an average five or ten seconds per move. It won't be playing at anything near full strength, but it will at least move faster.

Question How do I force *Fritz* to move?

Answer Press the spacebar on your keyboard. *Fritz* will make the best move its found so far. This won't work in Rated game mode, though.

Question How do I make *Fritz* play with the white pieces?

Answer Start a new game. Flip the board (CTRL-F), so that the black pieces are at the bottom, and then press the spacebar on your keyboard to force *Fritz* to make White's first move.

Question How do I turn the board around?

Answer Through the menu item (View/Flip board), by pressing CTRL-F, through the proper button on the toolbar, or by right-clicking on the board and selecting "Flip board" from the popup menu. Some people might laugh, but I've encountered quite a few users over the years who think that "Flip board" is a command to resign or otherwise end a game. Remind me never to play a game with them using *my* chess set.

Question How do I add/remove algebraic coordinates from around the chessboard?

Answer Right-click on the board and select "Board design" from the popup menu. You'll see a box beside the word "Coordinates"; checking and unchecking this box turns the algebraic coordinates on and off.

Question How can I create an Evaluation profile for a game from the database?

Answer See my April 2006 [column](#) for instructions.

Question Can I print the Evaluation profile?

Answer Yes. There is, however, a preliminary step you'll want to perform. Go to the File menu, select "Print," then "Page setup" from the submenu. When a new dialogue appears, click on the "Print games" tab and select "Use color." Click "OK" to complete the preliminary step. Then all you need do to print the profile is return to the File menu, select "Print," and then "Evaluation profile" from the submenu.

Question How can I create *Chess Media System* content with *Fritz* or *ChessBase*?

Answer You can't do it with either program. However, a "workaround" of sorts was presented in last month's [column](#).

Question I've collected a number of UCI engines and installed them in *Fritz*. How do I make one of them the default chess engine?

Answer There's not really a "default" analysis engine in *Fritz*, as is the case with *ChessBase*. The program will use whichever engine is currently loaded. To switch engines, just press F3 on your keyboard and select a different engine from the scrolling list. This will be the engine used for playing and analysis until a new engine is selected.

Until next month, have fun!

All the ChessBase software described by Steve in this column, as well as many more ChessBase programs, are available in the [ChessCafe Online Catalog](#).

Steve wants your questions!! Send it along and perhaps it will be answered in an upcoming column. Please include your name and country of residence. [Yes, I have a question for Steve!](#)

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