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New Features in Aquarium 4.0.6

A new version of Aquarium 4 (4.0.6) will soon be released. It is free for current Aquarium 4 users. Going from 4.0.5 to 4.0.6 would seem to indicate a minor update, but this is one of the biggest updates since the original release. Before going into the details, here is a quick overview of the new features:

Aquarium Scripter

- Aquarium Scripter (or AqScripter for short) is a specialized chess software environment, built into Aquarium, which allows users to create custom scripts for processing chess data.

Database: Game list

- New columns in game lists: Date, ECO code and round
- Sorting game lists by one or more columns

Chess engines

- Extend Nalimov path to subdirectories
- Multiple engine installations from the same exe-file
- Export and import engine settings
- Change the hash size and CPUs of a running engine
- Unload all inactive engines
- Abort engine
- Log functions and log window for engines
- Aquarium sends FEN strings instead of EPD to chess engines

Infinite analysis

- Insert all lines in analysis window as PGN
- Analysis Presets with hash size and number of cores
- Analysis Presets: Delete existing presets
- Leave remote engines running when exiting Aquarium

Copy/paste positions and variations

- Copy position as FEN instead of EPD
- Copy all lines from analysis window as PGN

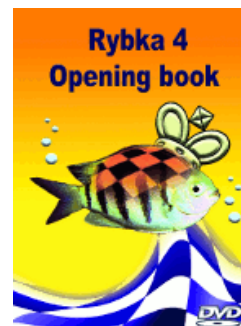
IDeA

- Add/remove engines while IDeA is running
- Add/remove engines from project view
- Access project properties in IDeA project view
- Deactivate project when stopping IDeA
- Expanding groups in IDeA queue
- Add user tasks to the start/end of the user task queue
- A single engine file used for multiple instances
- Send positions from infinite analysis to IDeA
- Send positions: Use search position to define start position
- Quick minimax
- Engine speed multipliers

Trees

- A separate file for each tree configuration
- Folder structure for tree configurations

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- Display move colors from more than one tree
- Long annotations displayed on hover
- Add moves to main tree in an easier way

Engine competitions

- Unified dialogs for matches and tournaments
- Start positions in a PGN file
- Game count and duration estimate
- Save tournament/match settings
- Add engines to an ongoing tournament
- Show the time used for moves
- Automatically invert board to follow the stronger side
- Show Elo difference in engine matches
- Default CDP (Chess Assistant) database format

Xfcc correspondence play

- Various changes

Aquarium Scripter (AqScripter)

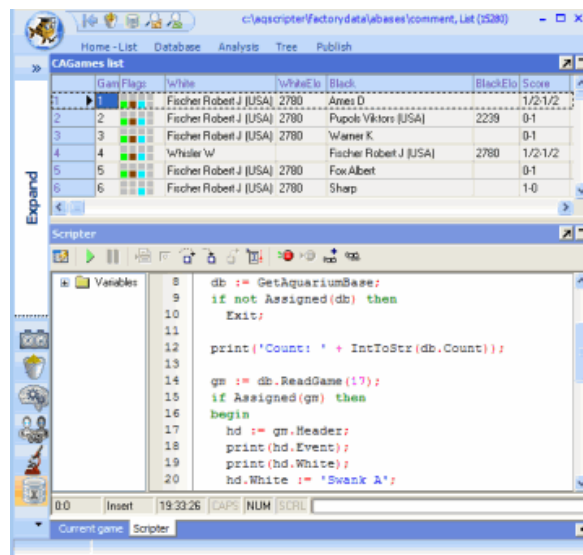
Aquarium Scripter (or AqScripter for short) is a specialized software environment that adds scripting capabilities to Aquarium. With AqScripter users can write and execute their own scripts. The purpose of AqScripter is to add flexibility and power to Aquarium by allowing users to

1. Perform functions that otherwise would be impossible.
2. Automate tasks that previously had to be done manually.
3. Perform tasks that previously required various third-party utilities to accomplish.
4. Modify the way certain Aquarium features work.

A script can work with Aquarium databases, PGN files, EPD files, games, annotations, variations, trees, tree configurations, engines and engine configurations, XML file, and text files. Plus, there are special features for communicating with and even changing the way IDEA works.

The scripts are stored in text files, so Aquarium 4 users can share scripts if they wish. Anyone can run a script, but some programming experience is required to write scripts. The scripts are written in a Delphi-like dialect (Aquarium is written in Delphi).

The Aquarium screenshot below shows a game list in the top window and below that a script processing games in the list.



Aquarium scripts have access to many important functions, as well as the functions offered by Tree Utilities. For example, here is a script that removes

duplicate records from an EPD file:

```
var
t: TSTreeScanner;
begin
t := TSTreeScanner.Create('tmp.hsh');
if t.Opened then
t.DedupeEpd('in.epd', 'out.epd');
t.Free;
end;
```

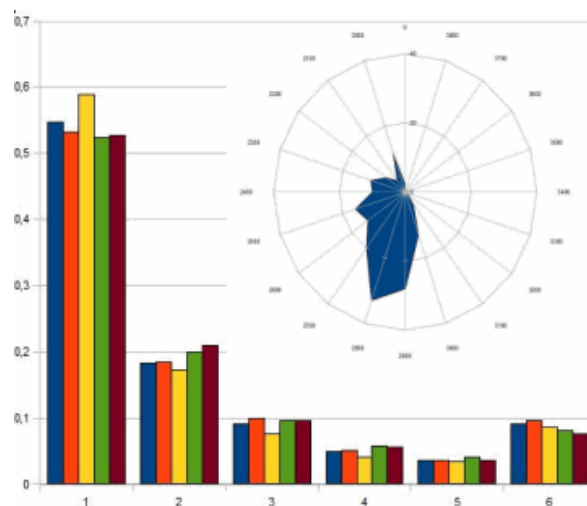
This script processes EPD records in the file "in.epd," removes duplicates and writes the output to "out.epd."

The developers and beta testers have already written quite a few scripts in AqScripter. Some of them are rather simple:

1. Go through a database of games and create an EPD file with their final positions (excluding duplicates).
2. Analyze the final position of each game in a database and create a list of games where the evaluation indicates that the result is dubious.
3. Read a list of EPD files and a list of chess engines. Analyze all EPD records stored in the EPD files with all the engines.
4. Find all trees in a selected directory that contain a given position.
5. Join multiple trees and create one big IDeA master tree containing all your analysis.
6. ExportTreeToEpd is a script that exports nodes from a tree. The main feature is that it can use a second tree as a filter to select which positions should be exported.

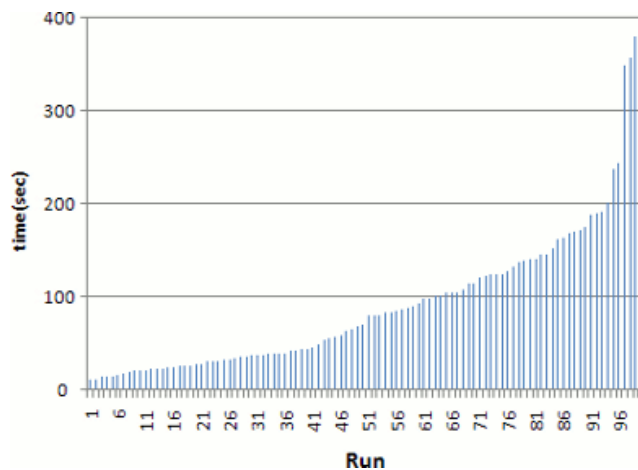
Some more advanced scripts have also been written:

1. Custom game analysis. The script allows you to use two engines for the analysis and find and extend alternatives. Variations are extended by letting the engines play each other and then the variation is traced backwards to see if the engine has "changed its mind."
2. Custom tree extender with mainline verification. Analyzes an IDeA tree and "fattens" the mainline to make sure that it is solid. Alternatives are generated and lines are extended and analyzed with a selected engine. The user can specify various parameters.
3. Go through a database of games, find the first move out of book and analyze it.
4. An endgame classification script. This script scans the leaf nodes of a subtree, starting from a given position. It counts how many nodes fall into each endgame category and creates a statistics file which can be imported into a spreadsheet to create various graphs.
5. Analyze games played by a selected player and rate the quality of his play. The graphic below (created with Excel by importing the script's output) shows an example of the results.



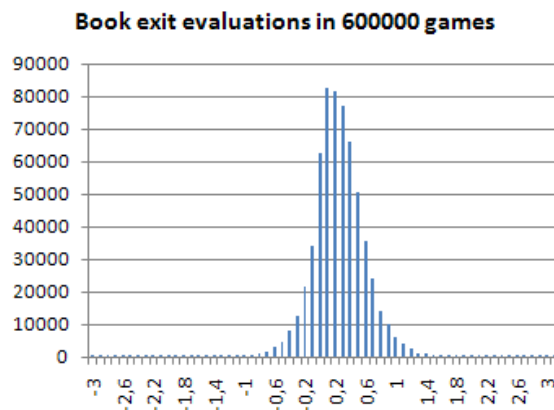
The different colors represent various types of positions (all positions, equal, with advantage, with disadvantage, difficult) and the first column group shows how frequently the player played the best move according to the chess engine, the second group how frequently he chose the second best move, etc. The blue circular area chart in the upper-right corner shows the overall rating of the same games, again based on engine analysis.

It is easy to perform various experiments with scripts, such as the one below where the same multi-core engine analyzed the same position to the same depth. The experiment was repeated 100 times and the time to depth recorded.



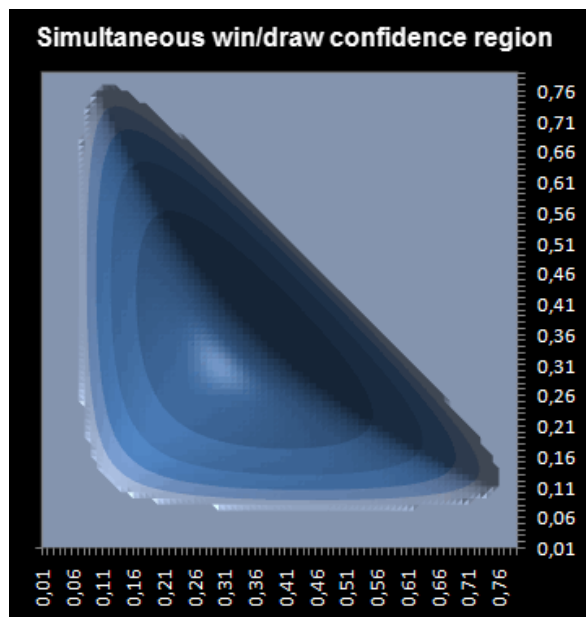
The chart shows the results (ordered by time to depth) and the time to depth varied greatly, from just a few seconds up to several minutes.

One script was written to find the distribution of book exit evaluations in chess engine games. Such a script can be useful for checking the quality of opening books.



The chart shows the results of running the script on a PGN file with 600,000 engine games. The y-axis shows the number of games and the x-axis shows the book exit evaluation.

The next example shows the result of calculating a simultaneous win/draw confidence region for the result of a chess engine match.



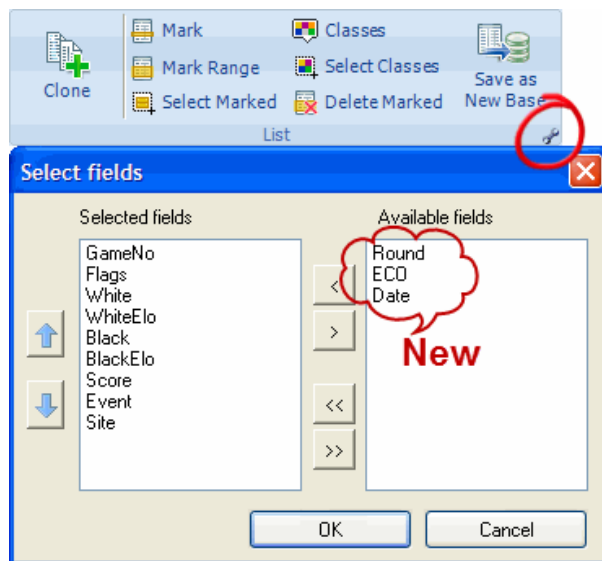
The flat part of the surface shows results outside the 95% confidence region. The x-axis shows the proportion of wins and the y-axis shows the proportion of draws.

Although AqScripter can be used for various game-based processing, the real power of Aquarium scripts comes from processing trees and combining game and tree processing. These scripts can be very useful for many purposes, such as looking for opening book holes and improvements.

Database: Game List

New fields available for game lists. The new version adds a couple of much requested improvements to game lists. When viewing a list of games you can now display three additional fields: Round, ECO code, and date.

If you want to add these fields to your game lists, switch to the Home – List tab and click the tool button in the List group as shown below. The "Select fields" dialog box will appear.

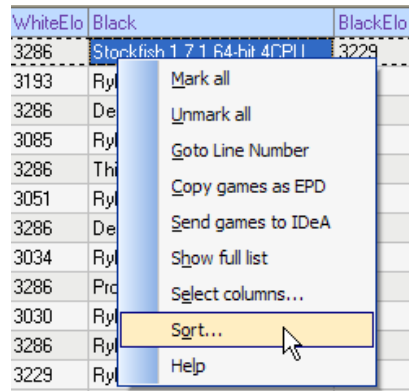


You can also bring up this dialog box by selecting "Select columns..." from the right-click menu of the game list. Here you can use the arrow buttons to move the new fields from the "Available fields" to the "Selected fields" pane, so they will be visible in the game list.

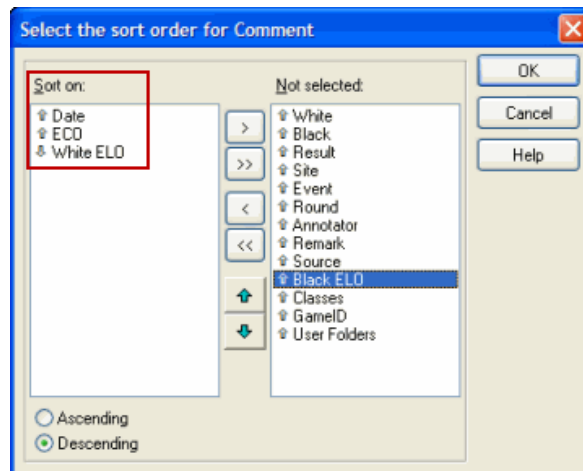
The blue arrows on the left are used to change the order of the columns in the game list. First, select a field in the "Selected fields" list, and then use the up/

down arrows to change its position.

Sorting of game lists. The other new game list feature allows you to sort the list by one or more columns. Right-click over the game list and select "Sort..." from the menu.



The following window will be displayed, where you can select the sort order for current database.

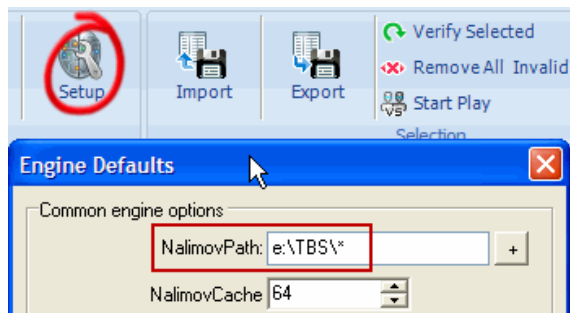


The "Sort on" pane shows the fields that determine the sort order for the database. In this case I have moved three fields to the "Sort on" pane: Date, ECO, and WhiteElo. The small arrow to the left of the field names shows that Date and ECO will be sorted in ascending order, which is the default order. Finally, for a given date and ECO code, the games will be sorted in descending order according to White's Elo rating.

When you select a field for sorting, you first highlight it in the "Not selected" column and select "Ascending" or "Descending" in the lower-left corner. Then move it to the "Sort on" column by pressing the "<" button. If needed, you can use the blue arrows to move the fields around after you have selected them for sorting.

Chess Engines

Extend Nalimov path to subdirectories. Let's say that you have stored your Nalimov endgame tablebases in three subdirectories within e:\TBS and you want a chess engine to use the tablebases in all of them. You have two options. You can either list each of the three directories with semicolons between them, or you can use a new feature which allows you to append a '*' to a tablebase path. An example is shown in the image below.



The NalimovPath in this example is "e:\TBS*". This tells Aquarium to expand it to include all sub-directories of e:\TBS.

Install the same engine more than once. If you want to install two instances of the same engine in Aquarium, just go ahead and install it the second time. There is no need to make a copy of the exe-file. In other words, two installed engines can point to the same executable file. This is a time-saver if you want to create different personalities or test different settings for the same engine.

Save/load engine personalities. Engine personalities can now be saved and loaded. Switch to the "Engines" list, select an engine, and then highlight the parameters you want to save in the "Engine personality" window.

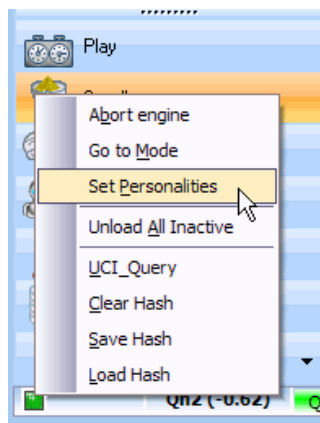
Name	Value
UCI_Query	<Press button>
Max CPUs	2048
CPU Usage	100
NalimovPath	*NalimovPath
NalimovCache	0
NalimovUsage	Rarely
Main Process Priority	Inherit
Child Process Priority	BelowNormal
Use Large Pages	<input type="checkbox"/>
Always Score Main Thread	<input type="checkbox"/>
Display Upperbound	<input type="checkbox"/>
Preserve Analysis	<input type="checkbox"/>
Clear Hash	<Press button>
Hash File	<empty>

Right-click over one of the highlighted parameters and select "Export." A standard "Save As" dialog box will be displayed, where you can choose a name and save the exported settings to an XML file. Saved engine settings can be loaded by choosing "Import" from the menu.

You can use all the usual methods to select parameters. Click on a parameter to select it, hold down the Shift key and click on another one to select a range of parameters or use Ctrl+click to select multiple parameters from anywhere in the list. Finally, you can press Ctrl+A to select all available parameters.

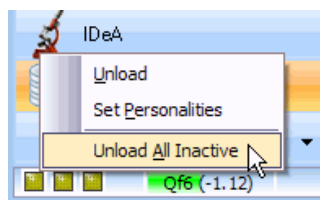
This feature can be helpful when users want to exchange parameter settings. You can, for instance, upload your favorite settings to a forum, where other users can download and install them without having to type the values in. It can also be useful when you run multiple engine matches and want to make sure that the engine settings are the same in all matches.

Change the hash size and CPUs of a running engine. Now you can change the hash size and number of CPUs/cores used by a running engine.

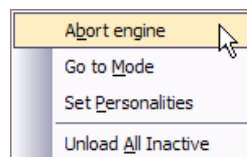


Right-click on a running engine in the status bar (green square) and select "Set Personalities" from the menu. Along with other engine parameters, you can now change the number of CPUs and hash size.

Unload all inactive engines. With increased use of analysis presets involving multiple engines and in general Aquarium's ability to analyze several games and positions at the same time, it can be useful to unload all inactive engines. This can now be done by right-clicking on one of the engines in the status bar and selecting "Unload All Inactive" as shown below.

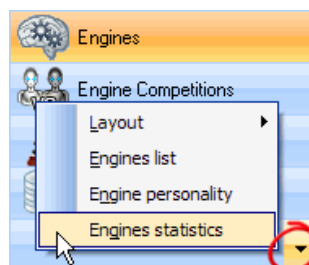


Abort engine. If you right-click on an active engine there is now an option to abort and unload it. If you right-click on a running engine in the status bar, there is a new menu item "Abort engine."

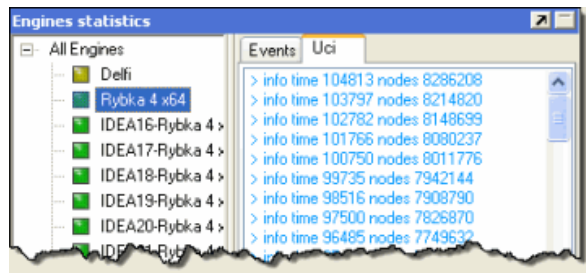


Selecting this menu item stops and unloads the selected engine. This feature can be helpful if there are some problems with the engine and normal methods to stop or unload it don't work.

Log functions and log window. Logging of chess engine activities are enhanced in the new version. There is a new logging window available that you can access by selecting "Engine statistics" from the layout menu in the "Engines" mode, as shown below.



The "Engine statistics" window will be displayed, where you can see various events related to engine analysis, as well as a log of the communication between Aquarium and a specific chess engine.



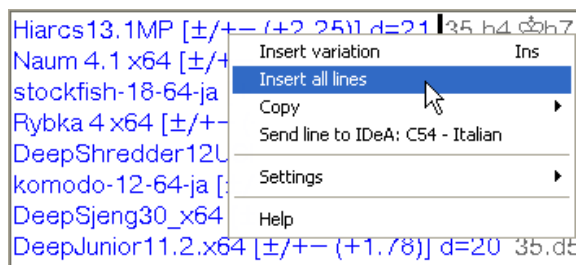
On the left hand side of the window, you see a list of active and recently used engines. If you click on an engine, you will see the UCI tab, where you can monitor the command and information exchanges between Aquarium and the selected engine.

Aquarium sends FEN strings instead of EPD to chess engines. This change is done to meet the requirements of the UCI standard.

Infinite Analysis

There are several improvements to infinite analysis, some of which are described in this section, while others are related to the integration with IDeA and are described along with the IDeA improvements.

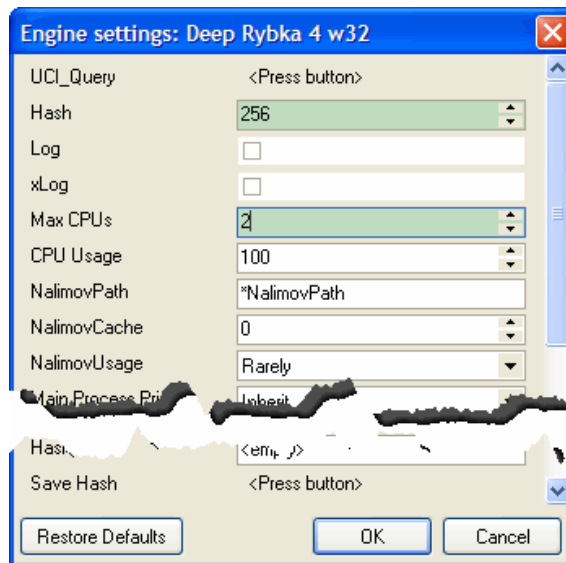
Insert all lines in analysis window as PGN. Now you can insert all the lines from the infinite analysis window into the notation. Previously, the lines had to be inserted one by one. Right-click in the analysis window and select "Insert all lines."



This feature is particularly useful when you analyze with two or more engines, as in the example shown above. All lines are added to the notation and marked with the name of the engine, evaluation, and depth. After that you can, for instance, use "Send Game" to send the first few moves of every line to IDeA for analysis.

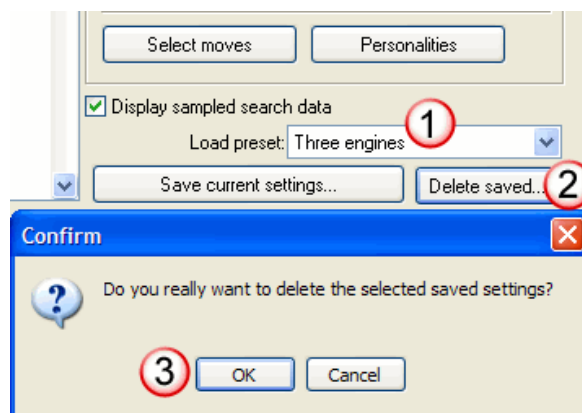
Hash size and number of cores in analysis presets. Infinite analysis presets (see [Analysis Presets in Rybka Aquarium](#)) keep getting better and now you can also create presets where you specify the hash size and number of cores that a chess engine should use when it is started from the preset. This means that from a single installed engine, you can create several presets, each with a different hash size and number of cores, plus whatever other settings you wish to change. Of course, each preset can run several different engines simultaneously.

When creating a new analysis preset (Sandbox > Custom), highlight one of the engines you have selected for the preset and press the "Personalities" button. The following dialog box will be displayed.



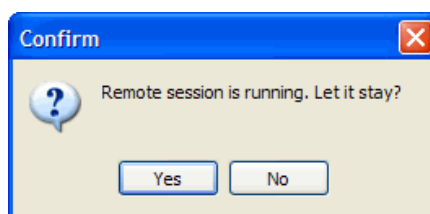
The fields I have changed, "Hash" and "Max CPUs" in this case, are displayed with a light-green background. This means that whenever I examine the personalities for the engines in a preset, I can see what has been changed compared to the parameters chosen in the "Engines" list (click the "Engines" button in the sidebar to see the engine list). If you want to undo the changes, simply click "Restore Defaults."

Delete analysis presets. If you have created many analysis presets, there are likely some that you want to delete. When viewing a game in the Sandbox or a database game, click "Custom" on the Analysis tab.

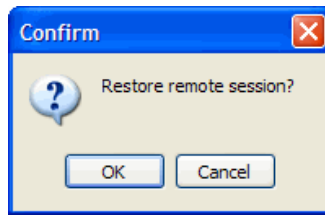


Let's say you want to delete an analysis preset called "Three engines." Start by selecting it from the "Load preset" drop-down list and then click "Delete saved." A confirmation window will be displayed and when you click OK, the preset will be removed.

Exit Aquarium and keep remote engines running. More and more Aquarium users are taking advantage of remote engines (see [Networked Computers with Aquarium 2010](#)). In the past, when you exited Aquarium, all running engines were closed. In the new version, you can keep your infinite analysis running on a remote computer until you restart Aquarium. Instead of stopping the analysis, simply exit Aquarium. Aquarium sees that you have an active remote engine, so before closing it asks if you want to keep the analysis running.



Click the "Yes" button and Aquarium will exit without stopping the analysis on the remote computer. The next time you start Aquarium it knows that you left a remote session running and asks if you want to restore it.

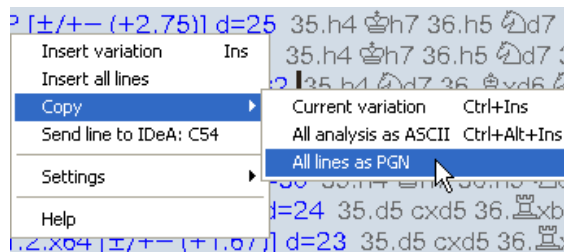


Click OK and the session will be restored.

Copy/paste positions and variations

FEN instead of EPD. When you copy the current position in a game, using the right-click menu, it is now copied as a FEN string (including move number, etc.) instead of EPD.

Copy all analysis lines as PGN. This feature is similar to "Insert all lines," which was described above, but it copies all the lines in the analysis window to the clipboard in PGN format.

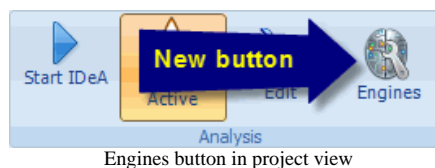


This feature was added to support analysis presets with more than one engine. In that case, you can copy the analysis of all the engines in PGN format with a single command.

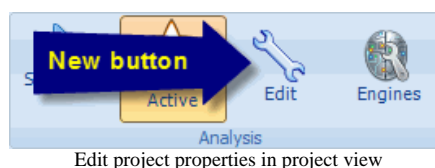
IDeA improvements

Add/remove engines while IDeA is running. In previous versions you had to stop IDeA if you wanted to add or remove analysis engines from IDeA. Now you can do that even while IDeA is running.

Add/remove engines from project view. Now you no longer have to switch to the IDeA Control Center to add or remove engines. You can do that directly from project view, as the "Engines" button, familiar from the IDeA Control Center, is now also available in project view.



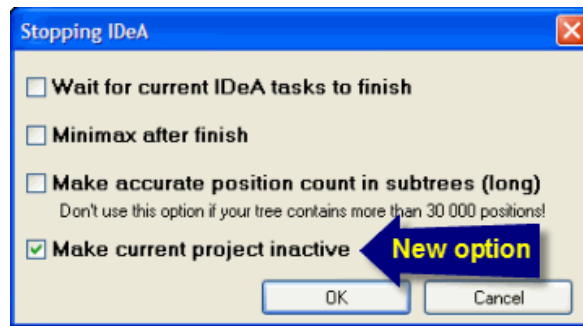
Access project properties in IDeA project view. Another important function is also available in project view in the new version. Using the "Edit" button, you can access the project properties and modify them directly from the project view.



Previously, you had to switch to the IDeA Control Center in order to open the

"IDeA Project Properties" dialog box.

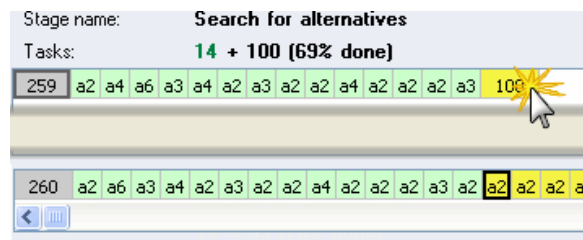
Deactivate current project when stopping IDeA. If you stop IDeA from project view, you now have the option to deactivate the project when you stop it. When you click the "Stop" button, the following dialog box appears.



Deactivate project when stopping IDeA

Note that this option is grayed out when you stop IDeA from the IDeA Control Center.

Expanding groups in the IDeA task queue. In the initial IDeA version, each task in the task queue was represented by a colored square. Since then, IDeA has turned into a more serious tool that can handle a huge number of tasks. It was no longer considered feasible to have the task queue fully expanded, since the original design was based on the expectation that the queue would hold relatively few tasks. Therefore, all finished tasks were collapsed into a single square and the same was done for all waiting tasks. Many users find it important to be able to view each and every task in detail. Thus, the new version allows you to expand the collapsed groups, one at a time.

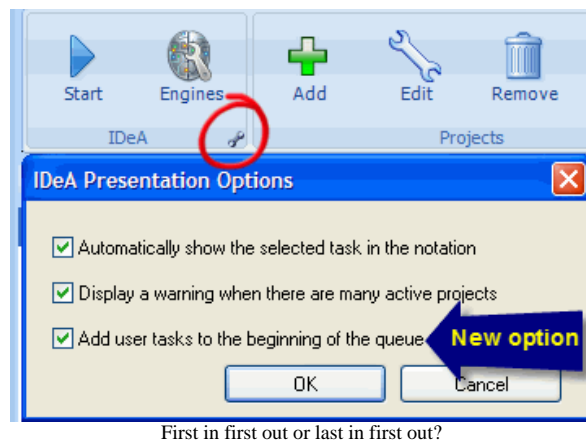


Expand a collapsed group by clicking

The top part of the figure above shows the task queue in its normal state with both the finished and waiting tasks collapsed. If you click one of the rectangles, the corresponding group of tasks will be expanded. In this example, the waiting tasks are expanded, as shown in the lower half of the figure.

Double-clicking on a task in an expanded group collapses it again.

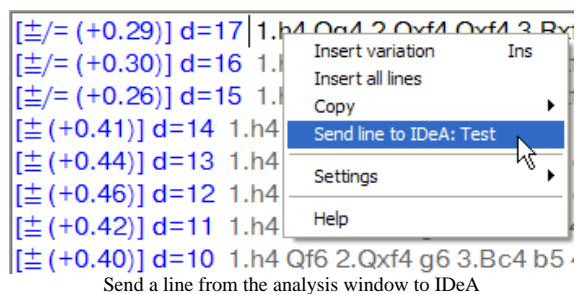
Order of high-priority tasks (user tasks). User tasks have a higher priority than automatically generated tasks in IDeA. They are always analyzed before automatically generated tasks. In previous versions, a new user task was put at the front of the queue, but now there is a new option that allows you to place it at the end of the user task queue.



You will find the new option in the IDeA Control Center. Click the tool button in the IDeA group (highlighted above) to display the dialog box. The new option is selected by default, which means that new user tasks are put at the front of the queue. If you clear the check box, new user tasks will be put at the end of the user task queue (but still before automatically generated tasks).

A single engine file for multiple engine instances. IDeA allows the use of multiple instances of the same engine for analysis. As an example, it is common that four instances of Rybka 4 (single core) are used for IDeA analysis on a quad computer. In previous versions, Aquarium made one copy of the engine's exe-file for each instance that was required. In the new Aquarium version, all instances refer to the same engine file and no copying takes place. Besides saving time and being less complicated, the new method works with engines that require more than just the exe-file to run successfully.

Send positions from infinite analysis to IDeA. If you see an interesting variation in the analysis window while running infinite analysis, you can send it straight to IDeA for analysis.



Send a line from the analysis window to IDeA

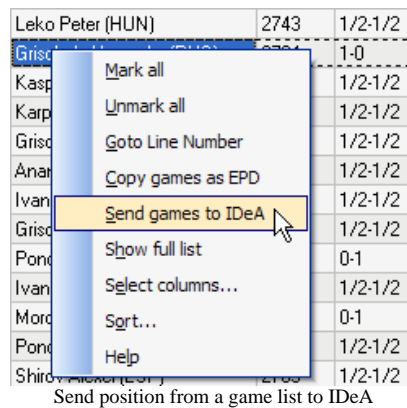
Place the mouse pointer over the line you want to send, right-click, and select "Send line to IDeA" from the menu. Note that the name of the target project is displayed in the menu ("Test" in this example). If you want to change the target project, switch to the analysis tab and click the tool button in the "Send to" group.

Send positions to IDeA: Using the search position to define the start position. When you are starting a new analysis project, you need to prepare it (see [Starting a New IDeA Project](#)). When analyzing an opening position, you will, for instance, collect games where the position has occurred and send the variations that have been played in the position to IDeA for analysis. The first step is to search a database, such as HugeBase, for games where the position has occurred. This results a list of games. When you open the games to review them, Aquarium takes you straight to the position you searched for. You will most likely notice that the position has come up via many different move orders and not always after the same number of moves.

This new feature allows you to select the starting position for sending moves to IDeA based on the searched position, instead of starting from a specific move number.

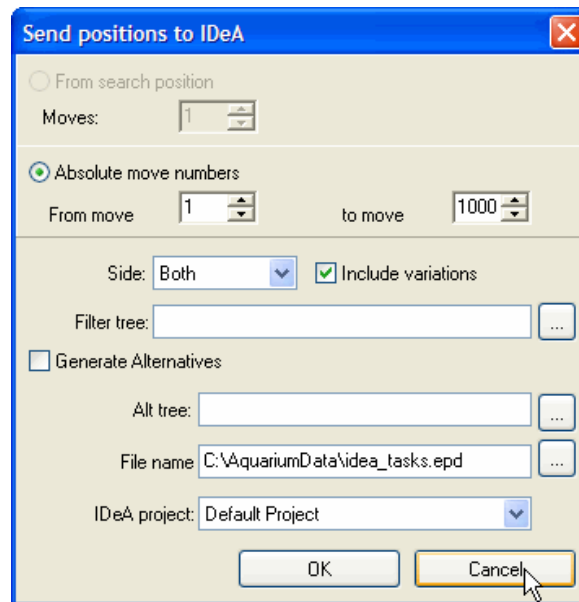
After searching for the position, right-click in the resulting game list and

select "Send games to IDeA."



Send position from a game list to IDeA

The corresponding dialog box will be displayed. Now you can select "From search position" and the number of moves, counting from the search position.

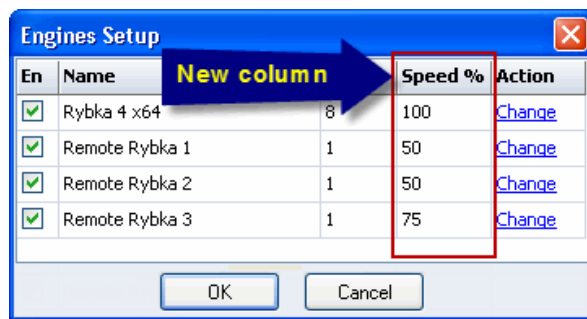


Send games to IDeA, starting from search position

You should also set the project tree as "Filter tree" to prevent the same position from being analyzed again if it is already present in the tree. Finally, select the project to send to ("IDeA project") and click OK.

Quick minimax. After each analysis stage, IDeA needs to minimax (sometimes called "backsolve") the analysis tree. This operation can become quite time consuming for trees with hundreds of thousands of positions. The new Aquarium version cuts this time down so it just takes a few seconds, and seems almost independent of the size of the tree. A test using a tree with 250,000 positions showed the minimaxing time to be about three seconds. I am sure that this improvement alone will make the upgrade to the new version worthwhile for many IDeA users.

Engine speed multipliers. If you have access to two or more computers, you can use them all simultaneously for IDeA analysis. The new Aquarium version allows you to address the problem of ensuring uniform analysis quality by assigning a speed multiplier to each engine. If you click the "Engines" button in IDeA, you will see that a new column "Speed %" has been added to the parameters you can specify for each engine.



Specify the relative speed of computers

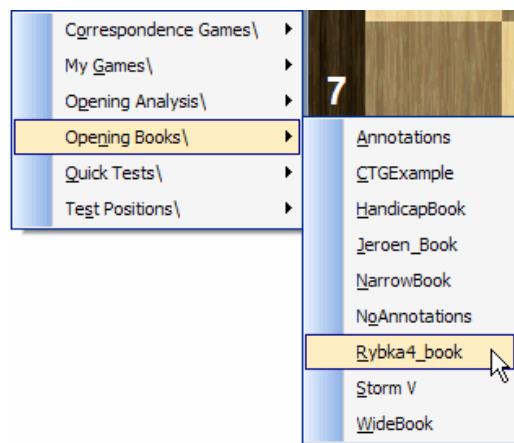
The default speed is 100% for all engines. In the example shown here, "Remote Rybka 1" and "Remote Rybka 2" have 50% speed, so the specified analysis time will be doubled. "Remote Rybka 3" has a 75% speed and the analysis time will be increased accordingly. If you had a remote engine on a computer running at twice the speed of your local engines (200%), its analysis time would be changed to half the specified time.

Trees and Tree Configurations

A separate file for each tree configuration. Previously, all tree configurations were stored in a single file, Tree_Configurations.xml. The new Aquarium version splits up this file and puts each configuration into its own XML file. This may sound terribly technical, but it makes it easy for users to exchange tree configurations and it is also a preparation for the folder structure described next.

Folder structure for tree configurations. After using Aquarium actively for a while, you will most likely have created numerous tree configurations, some resulting from IDeA analysis some for CTG and Aquarium opening books, etc. The new Aquarium version allows you to organize your tree configurations into folders, so instead of one long list you get a short list of categories, with each category holding the corresponding tree configurations.

This feature was made possible by splitting the tree configurations into one XML file for each configuration. The image below shows a simple folder structure example.



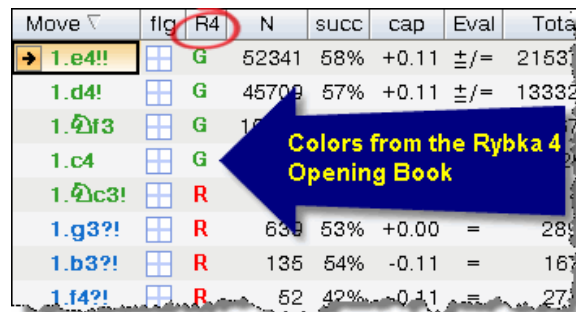
Folder structure for tree configurations

In this example, all tree configurations have been categorized into six folders. The "Opening Books" folder has been selected and we see that it contains a list opening books.

If you want to reorganize your tree configurations after upgrading to the new version, first make sure that Aquarium isn't running. The tree configurations are stored in the folder Config\TreeConfig. Start by creating new folders there, one for each configuration category. Finally, move each configuration file to the appropriate folder. When you start Aquarium you will see the new structure reflected in the drop-down lists where you choose a tree configuration, as shown in the image above.

The only thing you need to be aware of is that when you move a tree configuration for an IDeA project to a folder you must update the project so it points to the tree in the new location.

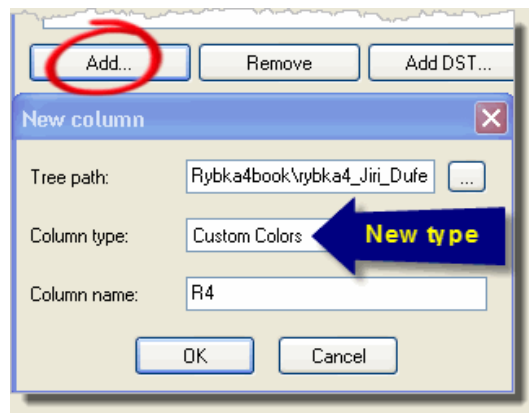
Display move colors from more than one tree. Now you can display move colors from several trees in the same tree configuration. The image below shows an example.



Move ▾	flg	R4	N	succ	cap	Eval	Total
→ 1.e4!!		G	52341	58%	+0.11	±/=	2153
1.d4!		G	45709	57%	+0.11	±/=	13332
1.♟f3		G	15				
1.c4		G					
1.♞c3!		R					
1.g3?!		R	639	53%	+0.00	=	289
1.b3?!		R	135	54%	-0.11	=	167
1.f4?!		R	52	42%	-0.11	=	27

Display move colors from other trees

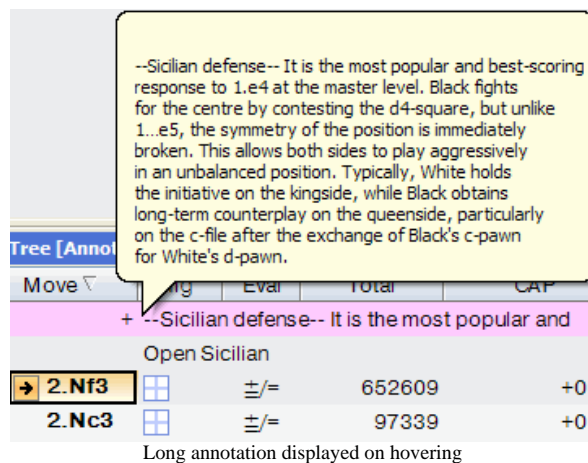
Here we have a CTG opening book where I have added the "R4" column showing the move colors from Jiri's Rybka 4 Aquarium Opening Book. If you want to add move color columns to your tree configurations, switch to the Sandbox and select your tree configuration. After that select the "Tree" tab in the ribbon and click "Options" in the "Configuration" group. The "Tree configurations" dialog box will be brought up. Now you click the "Add" button, highlighted in the screenshot below.



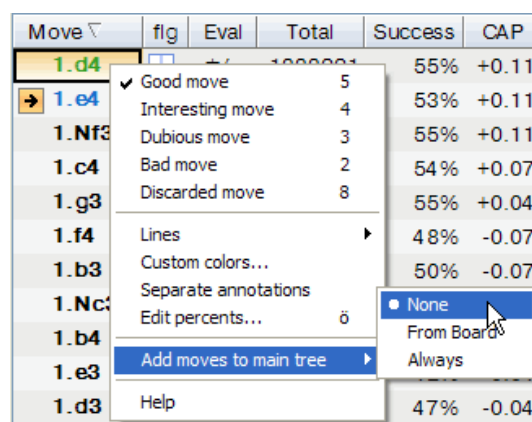
Add move colors from another tree

In the "Tree path" select the tree from which you want to see the colors. In "Column type" select "Custom color," which is a new tree column type. Finally, type the name you want to display in the column heading into "Column name" and click OK. The new column will be displayed in your configuration.

Long annotations displayed on hover. Many users prefer to keep their annotations in trees/opening books rather than burying them inside a single game. The advantage is that tree annotations are always available across all games and databases. If you have annotated a position in a tree, it will be displayed whenever you run into a game with that position. Sometimes tree annotations can be quite long, and you must click the plus sign at the start of the annotation to view the full text. There is no need to do that in the new Aquarium version. Simply hover with the mouse pointer over the annotation and the full text will be displayed in a pop-up that disappears when you move the mouse.



Adding moves to tree. Normally, when you make a move on the board or browse the moves in the notation, the moves are not added to the main tree. You do, however, have the option to add moves automatically to the tree and in the new Aquarium version you have two methods to choose from.

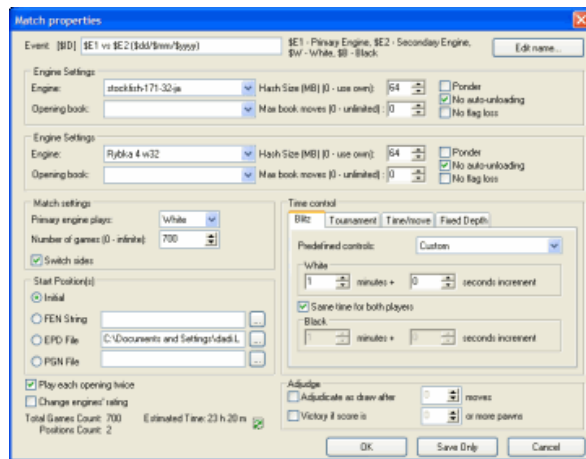


When you right-click in the tree window and select "Add moves to main tree," two options are offered besides the default of "None." If you select "From Board," only move you make on the board itself are added to the tree. This was how adding moves to main tree worked in previous versions. The last option, "Always," is new and if you choose this option all moves that are played, both on the board and by browsing the notation, are added to the tree.

Engine Competitions

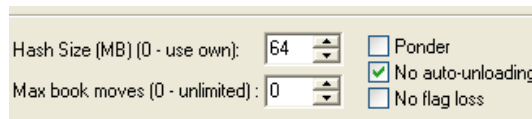
Engine matches and tournaments get a very noticeable update in the new version. The "Match properties" and "Engine properties" dialog boxes have been redesigned to increase consistency in naming and options. Several useful options have also been added.

Setting up a new match or tournament. The screen-shot below shows the new "Match properties" window that is used to set up a new match.



The redesigned "Match properties" window

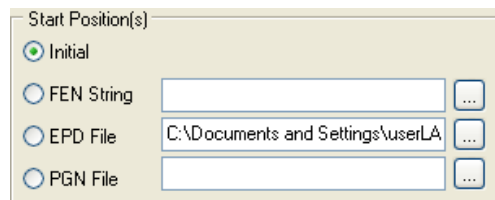
There is a new option "No auto-unloading" that can be set individually for the engines.



The engine will not be unloaded between games

Selecting this option loads the engine at the start of the match and keeps it loaded until the end of the match. This option is also available for engine tournaments in the "Common Engine Settings."

You can either let the games in a match start from the initial position or choose from three other options for determining the starting position(s) of the games.



Select the starting position(s)

In this example, the normal starting position ("Initial") will be used for all games.

"FEN String" starts all the games from the position specified by the FEN string.

"EPD File" picks start positions sequentially from an EPD file. There are several carefully chosen position sets available for free download on the Internet.

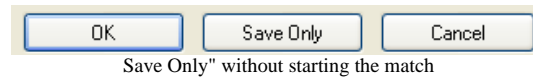
"PGN File" starts the games from the end position of the games in the PGN file. This is a new option. Note that it is similar to the "EPD File," but the difference is that the notation for the games will start from the initial position, instead of the position specified in an EPD record. Many PGN files intended for this purpose are available for free download on the Internet.

The same "Start Position(s)" options are available for tournaments. Note that you can choose an opening book regardless of the option you choose here. As an example, you can select a "FEN String" to test how your opening book does in a specific position.

After selecting the match parameters, you can see the number of games and expected duration of the match.

In this case, I am using 314 different starting position, with each opening played twice (switching sides), so the total number of games will be 628. The estimated time for the match is twenty-three hours and twenty minutes. If you change the time-control or other parameters, you can click the small refresh button on the right-hand side to update the information. This feature is also available in engine tournaments.

After setting all the parameters for a match, you can now save the settings without starting the match.

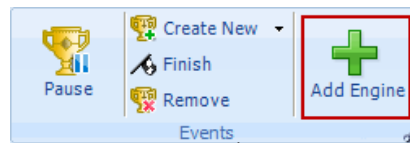


Save Only" without starting the match

Instead of "OK," click "Save Only" if you want to start the match later or review the settings at a later time. This button was also added to engine tournaments.

Ongoing matches and tournaments. Several improvements were made to engine competitions that are in progress.

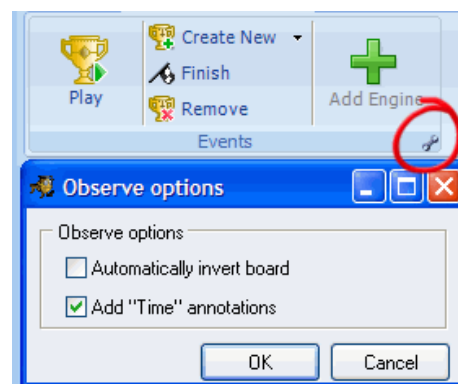
You can now add engines to an ongoing gauntlet or round-robin tournament.



Add engine to an ongoing tournament

Make sure that the tournament is selected in the "Events List" and click "Add Engine." A list of available engines will be displayed. Select the engine you want to add and click OK. The engine will be added to the tournament.

Show the time spent on moves. When you are observing engine competitions, the notation can now show the time the engines used for each move.



New engine competition options

You can turn this option on by clicking the tool button in the "Events" group and selecting Add "Time" annotations.

```
Be6 -0.07/d10/7s 3.c4 +0.32/d13/2s Rad8
-0.10/d9/5s 4.Bf3 +0.16/d13/4s a6 -0.03
/d9/2s 5.Qe2 +0.16/d14/9s d4 -0.09/d10/
2s 6.Nxc6 -0.16/d13/3s bxc6 -0.16/d10/
3s 7.Rfe1 +0.00/d14/5s g5 -0.27/d9/2s
8.g3 +0.40/d13/2s
```

The time used for each move is displayed

Here you see an example where White used nine seconds for 5.Qe2.

Automatically invert board. You can see this option in the dialog box above. It affects from which side you see the games when observing engine competitions. If it is selected, then the board is automatically turned, so you watch the games from the side that has a higher score.

Display rating difference in matches. A new column, "Diff," has been added to match tables which shows the rating difference (or performance relative to zero) of the engines.

	Total	Diff	1	2	3	4	5	6	7	8	9	10
Engine184	97	-10	1	=	1	=	0	=	1	=	=	=
Rybka 4 w32a	103	+10	0	=	0	=	1	=	0	=	=	=

A new column with rating difference

CDP database for engine games. Starting with this version, engine games are stored in CDP (Chess Assistant) databases.

Xfcc Correspondence Play

The Xfcc correspondence play module has seen various updates recently. This includes further checks to avoid mistakes in sending moves to the server. The chess board is now resizable. Games where you have little time left are highlighted. You see how many active games you have on the server, the number of games where it is your move, and the number of games that have been updated since the last time you viewed them. These statistics are implemented as hyperlinks, which take you to the corresponding games in the list. These features are important for players with many games.

Other Changes and Bug Fixes

In addition to the changes mentioned above, the new version includes many other minor changes and bug fixes.

When I was putting the finishing touches on this column, I received a note from the developers indicating that two very interesting major features were being rolled out of the ChessOK labs and might make it into this version.

Conclusion

The list of improvements in Aquarium 4.0.6 is impressive and I'm particularly happy to see many enhancements that were originally suggested by Aquarium users. They have been very active and I am sure they will enjoy the new version, which they deservedly will receive free.

Do you have a question about a Chess Assistant product? 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 Dadi!](#)

Many of the Chess Assistant programs described by Dadi in this column are available in the [ChessCafe.com Online Catalog](#).

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