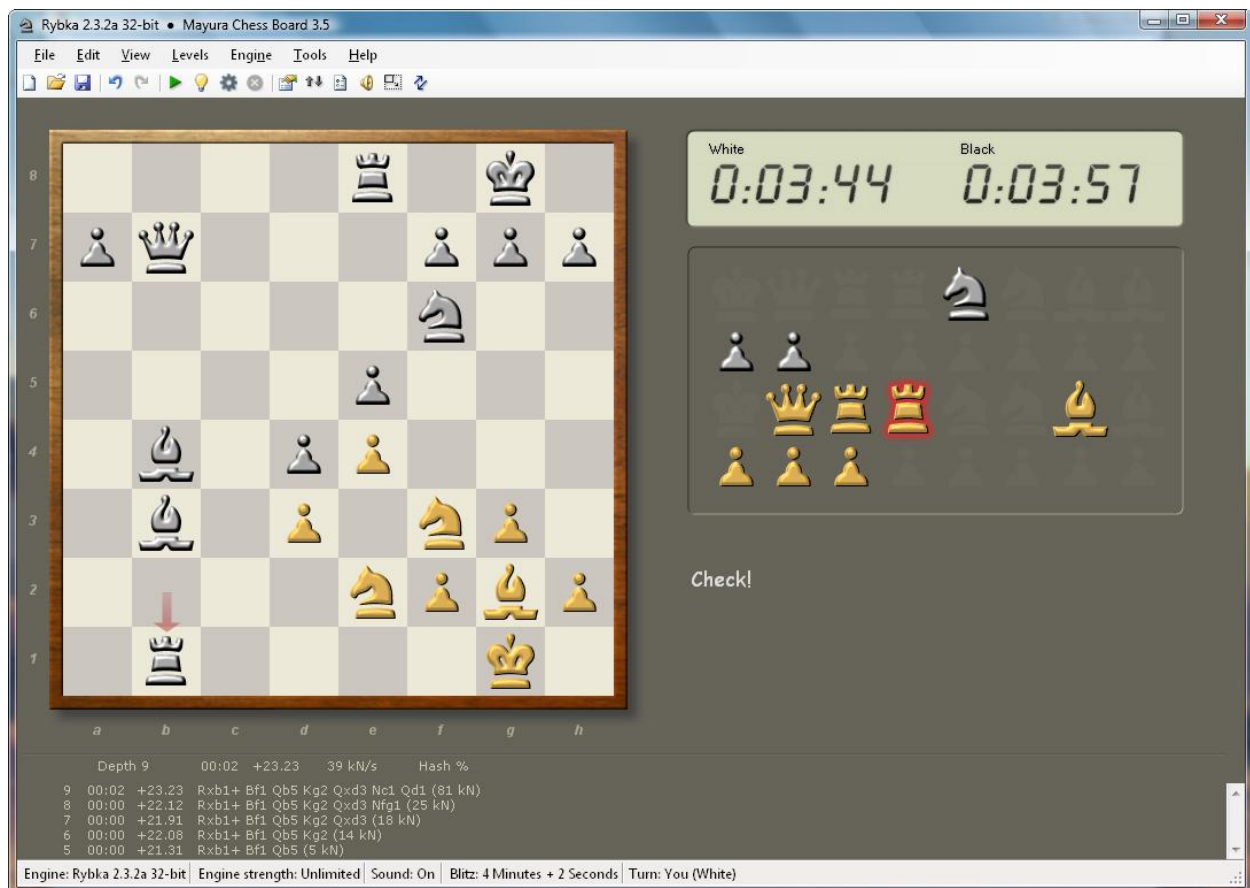# Mayura Chess Board

## A sample of features

August 15, 2007

Modern graphics

Mayura Chess Board has an attractive interface and modern graphics. State-of-the-art techniques such as antialiasing and alpha-blending have been employed in its design. The result is an application that looks and feels much better than chess interfaces designed in the 90's.

Highlights legal moves

To help new users, Mayura Chess Board can optionally highlight legal moves. Expert players can turn this feature off.
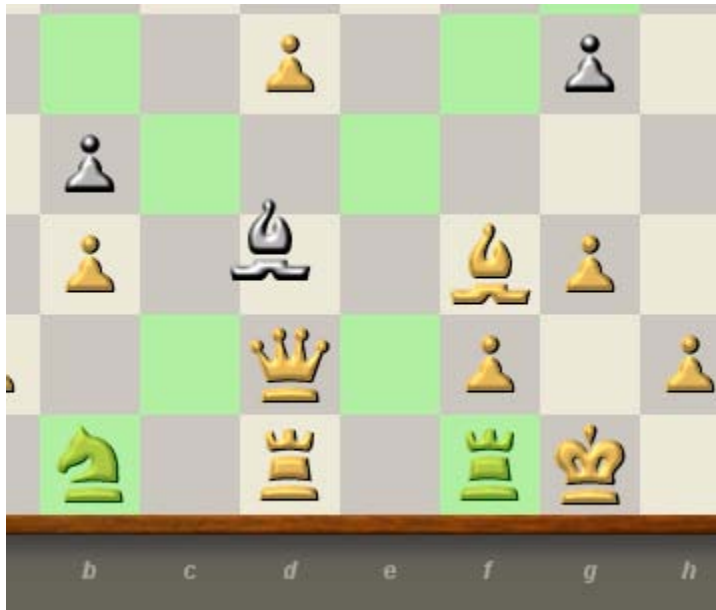
Highlights attacked and undefended pieces

To help new users Mayura Chess Board can optionally highlight attacked and undefended pieces.

Displays move being contemplated by engine

A dashed arrow is displayed while the engine is thinking. It gives the user something to look at while he is waiting for the computer's move. It also gives the user a preview of the computer's move so that he can start planning his counter move. This feature can be turned off.

Arrow indicates computer move

A translucent arrow indicates the last move made by the engine.

Displays captured pieces

Beginner and intermediate players don't have the entire board in their head. They want to see captured pieces. Mayura Chess Board addresses this requirement. To answer the question "what did the computer just capture" the just-captured piece has an amber glow behind it.
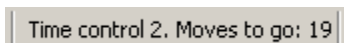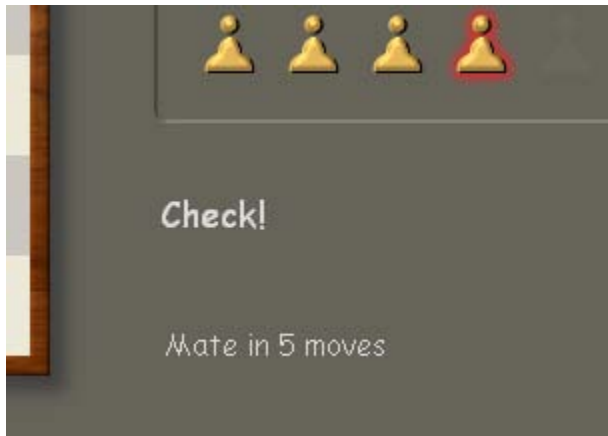
Clock

An LCD chess clock displays time remaining.

The status bar displays how many moves are remaining in the current time control.
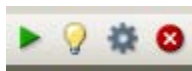
Time control 2. Moves to go: 19

Message area

Messages are displayed in a special area.

User can ask for a hint

Users can ask for a hint by pressing the light bulb icon. (This runs a 3 second or 7 move deep analysis of the current position.) The hint is displayed as a green arrow.

Analyze current position

User can do an infinite analysis by pressing the gear icon, and stop the engine by pressing the red x button. The analysis panel displays engine statistics.

The pv lines in the analysis panel turn into clickable links when the mouse hovers over them. Clicking the link opens a dialog where the current position is displayed and the user can step through the moves.
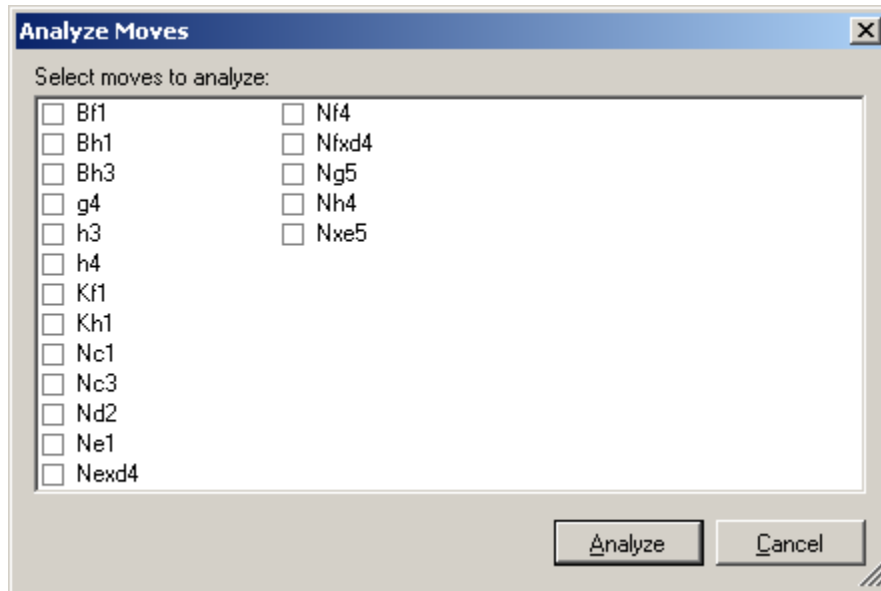

Interactive analysis

During analysis you can enter moves by moving pieces. A variation will be inserted and the engine will continue analyzing the new position.

Analyze selected moves

The user can search selected moves using the Analyze Moves dialog.

Edit Position

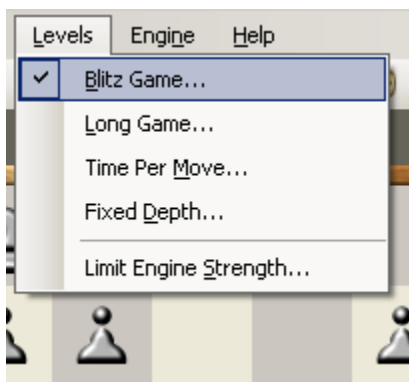The current position can be edited using the Edit Position dialog.

Limit strength

Limiting engine strength (using the UCI_Elo option) is supported.

Levels

Common ways of setting time control are supported.

Long Game

First time control:

Moves: 40

Time: 2 h 0 min

Time bonus per move: 0 sec

☑ Second time control:

Moves: ☐ Rest 20

Time: 1 h 0 min

Time bonus per move: 0 sec

☑ Third time control:

Moves: ☑ Rest 20

Time: 1 h 0 min

Time bonus per move: 0 sec

Presets

○ 60/5'

○ 60/15'

○ 60/60'

○ 60/120', Rest 30'

○ 40/120', Rest 60'

● 40/120', 20/60', Rest 60'

OK   Cancel

PGN Game Browser

Mayura Chess Board has a PGN game database browser with search capability. You can search tag fields as well as annotations.
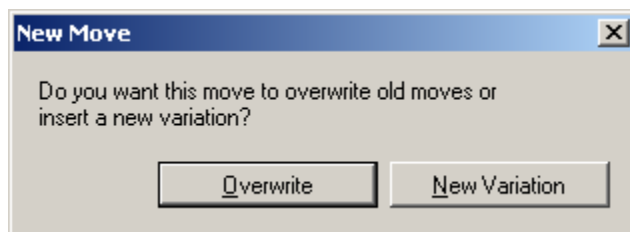
PGN Viewer

The PGN viewer supports Recursive Annotation Variations. Notice how indentation level indicates the nesting level.
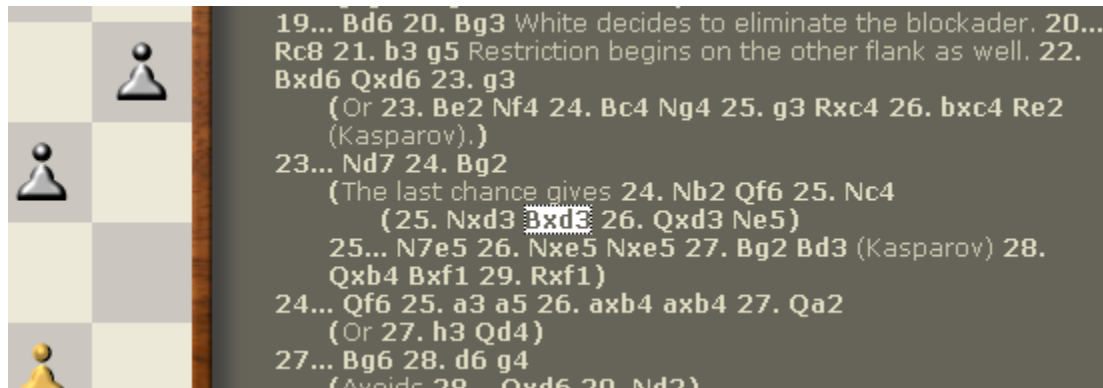
Multiple variations

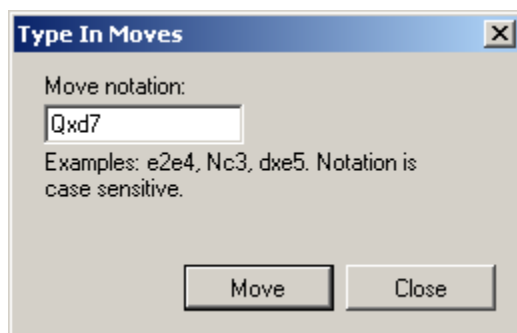Mayura Chess Board supports multiple variations.

Real Undo/Redo

Real undo/redo is available. This is different from stepping forward/backward in that it undoes changes to the PGN game tree.
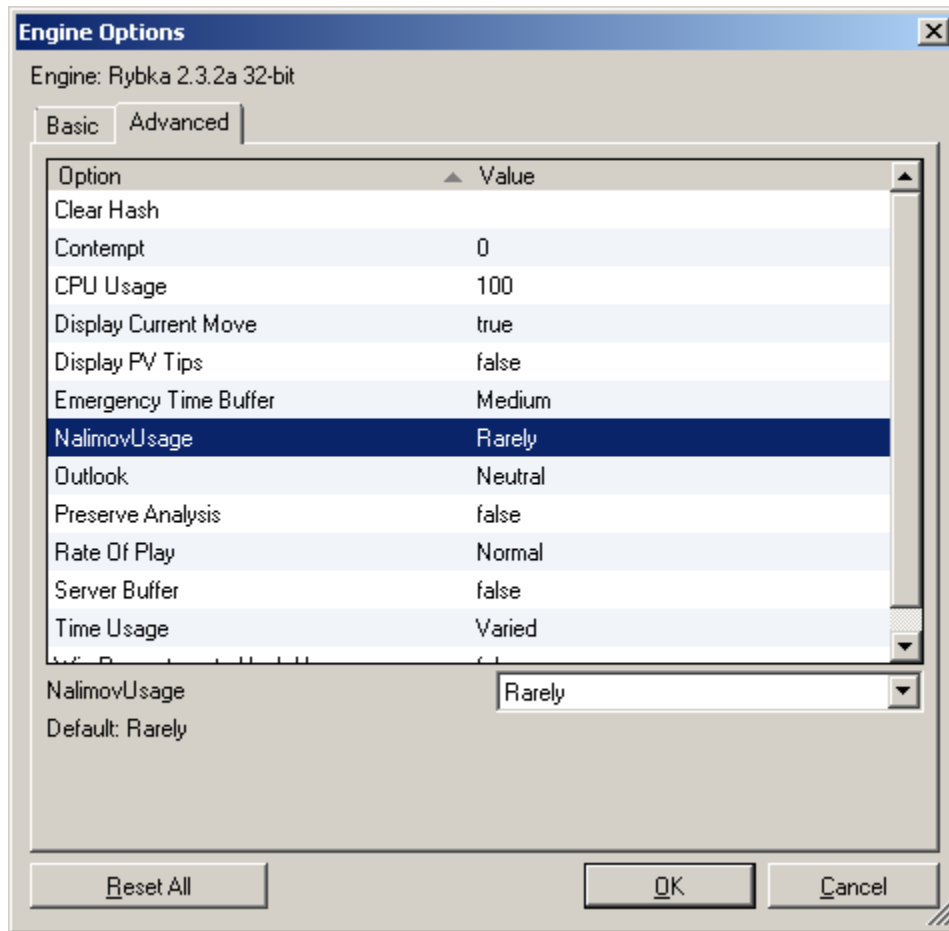

Type-in moves

You can type in moves. This is useful for expert players, or if you are following a game in a chess book.
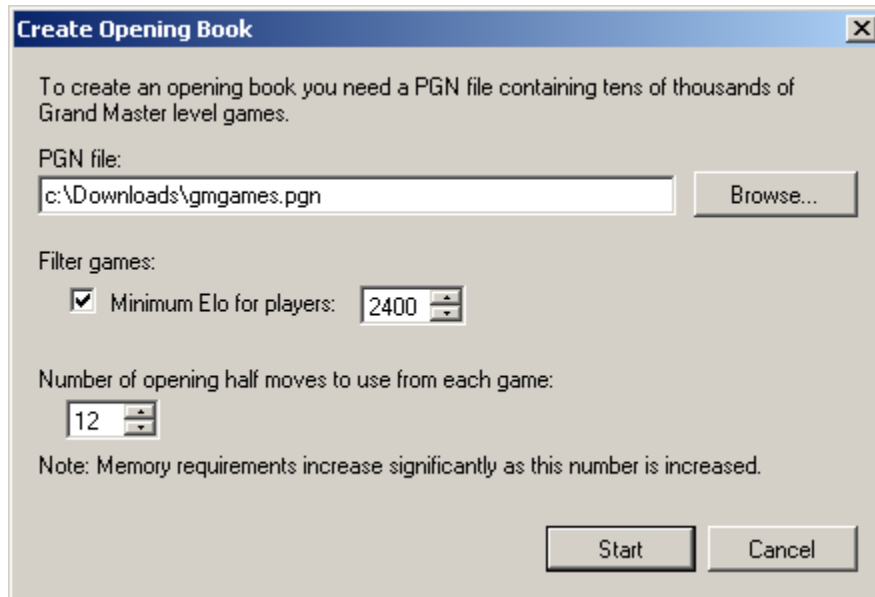
UCI Options

The Engine Options dialog can be used to modify UCI options. Options are saved and restored when the program is restarted.

Create your own opening book

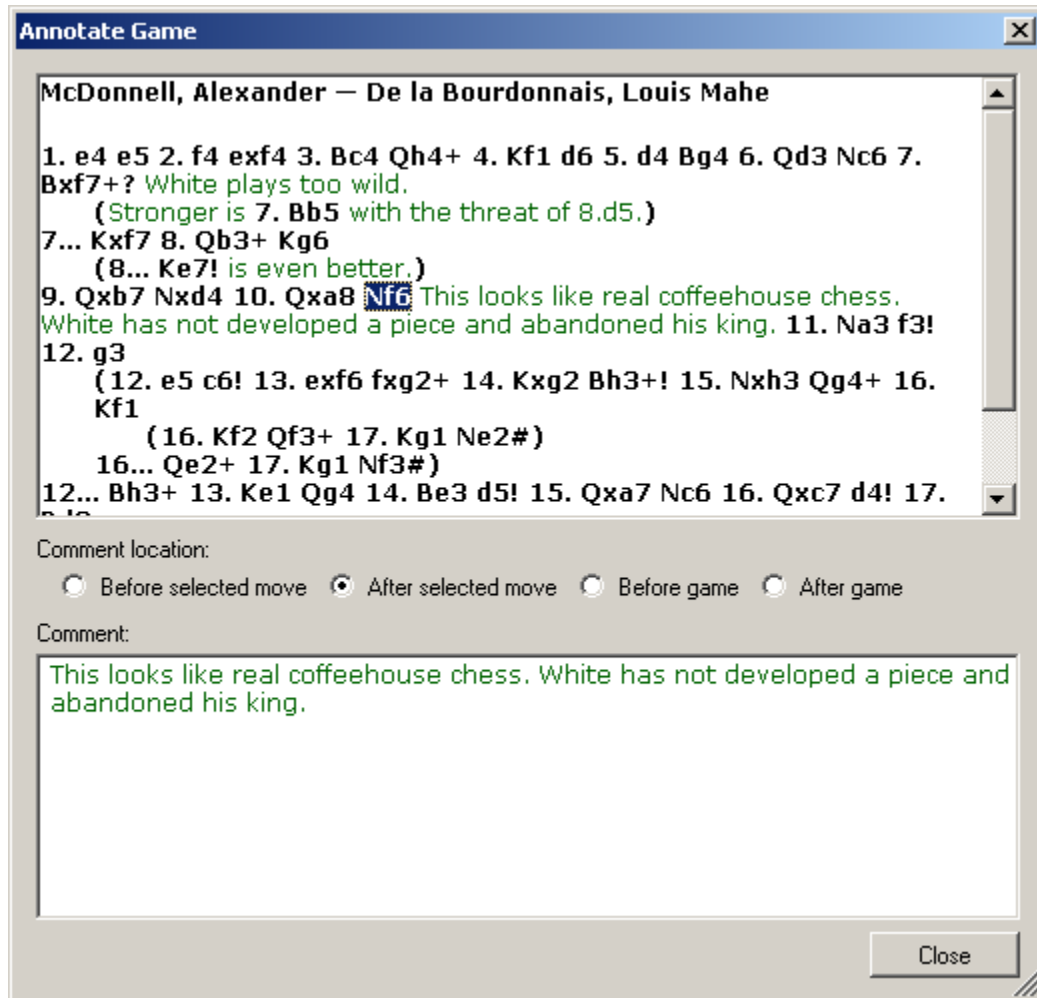You can use the supplied opening book, or create your own opening book.

Annotate game

You can add comments to the game using the Annotate Game dialog.

Technology used for implementation

Mayura Chess Board was written using the .NET Framework.

Why use .NET?

Going forward, all new Windows GUI APIs will be exposed using the .NET Framework. In order to be a first class citizen in newer versions of Windows, and to take advantage of the latest Windows GUI technologies such as Windows Presentation Foundation (WPF), applications must be written to the .NET Framework.