Chess Postition Trainer 4.1 – Release Notes

New Features

- Complete translations including installer and move notation for: English, German, French, Dutch, Italian and Portuguese. French and Italian manual available. Accessible through the application menu of CPT.
- UCI Engine Support (pro version): Analyze positions with the very strong engine Stockfish (comes with the program).
- Training module has been revised:
    - "Start" and "Stop" have been moved into a new first page in the ribbon.
    - The ribbon pages "Recall" and "New positions" have been replaced with "Training Position Type" and "Mode". The goal is to make the recall concept vs. new positions clearer. At the same time to provide a more stringent user experience regarding options which can be mixed.
    - New "Training position type" page: choose between "New" (=never trained), "Scheduled only" (already trained and scheduled for recall today), "Oldest first" (recalls positions regardless if they are scheduled for recall or already learned) or "Photo Reading" (randomly showing any position).
    - "Mode": Choose between "Complete Line" or "Filter" (nothing new here)
    - "Oldest first" can be combined with "Complete Line" now. You can also use the "Current Position" in combination with "Complete Line" and "Filter" mode. This was a very popular feature request.
- Training: new statistic is shown for selected opening to provide an overview of how many positions are scheduled, learned or new, which helps you to choose the right training position type.
- Training: Now, It is possible to define "Max. Length of Line", "Max. Depth of Sidelines" and "Ignore Sidelines after X moves" for each opening individual. Settings can be accessed via the caption button of the "Line Complexity" ribbon page.
- Smart move input is back for the opening module: if you press shift and then enter a move via mouse the move will be just added to the candidate move list, but you remain at the current position. This way you can quickly enter all relevant candidate moves for the current position.
- Repertoire Explorer: Layout of nodes is saved for next program launch.
- Repertoire Explorer: Training score is shown for folders and repertoire root based on the average scores of its child nodes.
- New chess piece images with less shadow added. In the settings you can switch between the current chess pieces and the new one. Due to technical issues the CPT 3.3 pieces are not yet available. A complete new set of chess pieces based on recent feedback will be created though!
- New capture und move sound (they sound more like in CPT 3.3)

Changes / Improvements

- No admin rights required for installation
- Switching between modules became slower if more openings were currently open. Now the number of opened openings has no impact on the performance.

- Performance of adding moves (from another opening) has been much improved.
- General noticeable performance boost.
- Closing program is faster now.
- Repertoire Explorer: paste was not available if a (sub-)variation was copied.
- Arrow width can be increased up to 10 pixels. Default values have been increased. Position explorer tooltip is using a smaller and fix width for practical reasons.
- Visual & sounds: after selecting a sound (e.g. for capture) it is automatically played to preview it.
- Installer: link to manual added to program menu
- Promotion of pawn: Instead of images the piece names are shown
- Training: not relevant options for selected position types and mode will be removed
- Training: after finishing a training session the statistics are still available
- "Scheduled only": selecting an opening is no longer mandatory.
- Photo Modus: delay can be increased to 3 seconds
- Maximized main window will be restored on next program launch.
- Run games against repertoire: Window size will be stored
- Some visual improvements during the load process of the repertoire explorer
- Training: Repertoire items sorted the same order as the repertoire explorer.
- Statistic: Opening Knowledge will sort openings in the same order as the repertoire explorer.

Bug Fixes

- Training: Program crashed when "Current Position" or "Variation" was used in combination with demo line (usually it happened after the first run). The issue was related with an incorrect move list showing a white move for black and vice versa.
- Training: Sometimes the program would crash if it wanted to train you in a position where a candidate move exists, but not for the selected opening.
- PGN Import: Position comments were assigned the position before the correct one
- Import from CPT 3.3 and CPT 4 database: Best move info will be imported now.
- Repertoire Explorer: Copy & paste did not consider original ranking
- Repertoire Explorer: After copy the newly repertoire elements were not shown directly
- Program claims incorrectly a new version is available
- Run Games Against Repertoire: If a game doesn't contain any moves an error is shown.
- Sometimes the opening score between the opening and statistic module would be different.
- During the recalled training session the referenced opening was not shown
- Backup-system: changed the folder in the settings is saved
- Changed skin is not saved
- Statistic module: only the first ever created repertoire is shown as default repertoire otherwise it is necessary to select a repertoire always even if only one exists
- Training: Cancelling during a demo can result in a crash
- Personal position evaluation: entering minus would create an error
- PGN import was deactivated after trial period.