Chess Position Trainer 3.2 - Manual

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Content

1   What is Chess Position Trainer about?

Chess Position Trainer (CPT) is the perfect solution to manage your chess material (CD's, books and databases) in a more efficient way you do today no matter whether you are already using an opening specialist software or game database. It fills the gap which chess databases don't touch and has the features which commercial repertoire-management software is missing. The best of all: It's absolutely for free.

1.1   Features

Since the first release of CPT in June 2004 many innovative features have been invented by CPT to an already for years stagnating market. Listed are some features of CPT:

- Innovative implementation of the time-proven flash-concept which you might know from learning a foreign language. This concept ensures the most efficient way to study and memorize your personal repertoire.

- More than 70 training parameters of which most can be combined freely leading to almost infinite training options -- absolutely unmatched by any other chess software.

- Unique training wizard to get your perfect training settings with a few clicks.

- Train your visualization skills by using the blindfold mode. There is no second chess software on the market which let you train your own repertoire in blindfold mode.

- Comprehensive support to enter and navigate your own repertoire with ease.

- Innovative repertoire score let you not wonder how well you know your repertoire yet. You'll go with confident into your next match!

- Unique concept of organizing your repertoire by dividing it into unlimited sub-repertoires.

- Learn from every game you play (e.g. internet chess server), because the key information is no longer more than one click away -- defeat your laziness! CPT will show you right away the novelties of your games which are not yet covered by your repertoire and you can even right away train exactly those positions where you missed the right move without any effort!

- Import any PGN files to fill-up your repertoire quickly (don't miss the free downloads on the homepage of CPT).

- Export your repertoire at any time. Your hard work is not bound to CPT.

- EPD-Import and -Export.

- Full chess engine support. Use the free engines like Crafty or the very strong Spike to analyse your repertoire.

- Backsolving / Min-Max-Calculation based on informator symbols or centipawns.

- Addictive sound for training to reflect whether you are doing good or not.

- Configurable auto-color-coding for candidate moves.

- State-of-the-art user interface.

The original motivation for this project were the training capabilities of CPT. The idea of the whole training center is based on the time-proven flash-card concept you might already know from learning a foreign language: CPT will always test you in your worst line or position based on the training settings and training scores. Before CPT was released chess software would test you randomly in your repertoire. CPT is proud to have invented this concept to the chess software market already in June 2004!

Chess Position Trainer is aimed at ambitious and serious chess players who already study or want to study chess books, CD's and use chess databases as well as chess engines to improve their chess skill. It will become probably soon your perfect addition to these other chess tools.

On its own CPT won't teach you how to play better chess though this might change in the future once there are more training eBooks available.

However, you will soon appreciate this chess tool if you ever were looking for a more efficient way to manage and study your chess material: Chess Position Trainer is the perfect choice and all you need to achieve this. The best of all: It's for free!

You can easily enter your repertoire, divide it into sub-repertoires for each opening (i.e. Dragon, Scandinavian, Pirc etc.), learn from your played (online) games and train it in a very efficient way.

Learning chess has several things in common with learning a new language: You need to know the grammar **and** the vocabulary. So far chess tools and material focus on teaching you the grammar (the strategies behind openings, middle games or endgames) and often they show you also the vocabulary (opening theory, move orders etc.), but they don't support you to really study the presented material in an efficient way. For example: you have a +300p book about your favourite opening which covers all lines including all sidelines. Now you study the ideas behind all variations and make decisions which one you want to play, but how do you study only these variations afterwards? There is not really an efficient way to do so.

1.2 Differences to classical Game Databases

Game databases let you only manage games, but not a repertoire which is rather position and variation based, but not on concrete games (with the addition of model games). This mis-concept leads to so called repertoire databases which are in fact just a more or less loosely collection of games. Certainly not an efficient representation of a real repertoire.

If you want to play certain variations it becomes clear that for each position within these variations there is only one move for your colour to make if you want to stay in the variation. This move is called the candidate move in CPT. To know these candidate moves becomes more important the higher the level of your opponents is.

Against players below an ELO rating of 2000 you won't need much opening theory (your opponent is not playing theory after the third move anyway). Tactic and endgame knowledge is more useful, but even then this tool will be of great help for you, because it supports studying end and middle game positions too.

The true gem of CPT is how it attempts to get really the most out of the information which you entered manually or by importing your played games, chess CD's or other electronically resources. The unique training mode will be a feature you don't want to miss anymore. It automatically focuses on your weaknesses. In combination with the very handy support to run your played games against your repertoire database you will quickly realize how much more efficient your chess study will become. Actually you will probably no longer waste useful information for example from played games, because you were too lazy to lookup where you or your opponent went wrong or played a novelty. Once configured this information is available with a few clicks. You get to the critical position by one click and a configured chess engine will analyze it right away. Think for a moment how do you achieve the same right now, if you are making that effort at all?

With all the information which CPT is gathering it is possible to give you finally a single and trustfully percentage number reflecting the knowledge of your own repertoire.

This little number will soon become a major motivator for you and at the end learning the vocabulary of chess will turn out to be a lot of more fun than you ever thought it could be and far away from a dry job (heck, even developing this tool was fun!).

1.3   History and Background Information

At my real job I have to create new services and products for our customers and clients based on information technology (mostly internet solutions). Process optimisation is another major part of my daily job. I studied information management and have been always fascinated by technology in conjunction with solutions which really create value for the user or company.

With Chess Position Trainer I tried to achieve the same and I hope it will not only help me to improve my chess skill, but yours too and at the same being fun to use.

I once bought the at that time only opening specialist software on the market and thought it was a good first step into the right direction, but leaving so much left to desire and giving the fact that it was already build 19 I just had to create my own tool which fulfils my goals.

My own chess history in short: I never read any chess book for many years and reached in the last two tournaments before I became more or less inactive a performance of >2150 DWZ (ELO rating would be higher proba-

bly). I was on my way to finally pass the magic 2000 DWZ before once again other interest caught my attention and I only continued to play enough chess to lower my rating again. After some years I made a comeback and fall in love with this fine game again like never before. The first time that I'm actually studying chess material and I realize that I missed a lot of fun (just reading Chris Wards WWTD 2 is so much fun even if you don't play the Dragon!). The book from Bronznik about the Chigorin opening brought me really back into chess again and watching Morozevich exciting games did the rest.

You can see that it is possible to reach a very high rating / performance without having read any chess book (at that time I even would have failed in some basic endgames like king vs. king pawn). However, I'm convinced with just a little bit and frequent chess study I would have improved much faster and reached a much higher rating. If CPT would have existed at that time who knows what I would have reached? Now such a program exists and it is even for free. So take your chance and do it better than I did!

Let me know your success story and how Chess Position Trainer helped you in improving your chess skill!

Yours,

Stefan Renzewitz – Creator of Chess Position Trainer 2006

2 New Features of Version 3.2

Since Version 3.1.1 there have been many new features added and the following list is just a selection:

- **Localized German version:** The whole program, manual and web-site have been translated.

- **Xboard engine support (e.g. Crafty, Spike)**: You can now use an external engine to analyze a position opening a new dimension to CPT.

- **EPD import/export** with several options opening a new dimension for CPT. You can easily export leaf nodes (final positions of variations), analyze them with another program and then re-import just the computer evaluations. Then use backsolving / min-max-calculation based on computer evaluation!

- **PGN-Export:** Export a sub-repertoire as PGN file. Now your hard work is no longer bound to the fortune of CPT.

- **Training wizard:** The training wizard will help you to quickly find good training settings. CPT has by now more than 70 training options of which most can be freely combined leading to almost infinite options. In order to not overwhelm a new user the wizard was introduced, but it can be a funny challenge for the experienced user as well by using the difficult level.

- **Smart move input:** Another user-based new neat feature. Press the SHIFT-key while entering a move and CPT won't navigate to the new position, but just add it to the candidate move list. This will let you quickly add all candidate moves of a position without having to navigate back and forth all the time.

- **Novelty function extended:** New functionality for the novelty mode inspired by Jonathan. Now you can auto-mark all positions where you missed the candidate move as 'candidate move missed' (check the sub-menu 'extras → my games...'). Then you can easily jump to those positions (see menu items under 'position') and use these marked positions for the training center! Check the training center for this new option (selection tab). Further more each marked position will have the info about the game where it was played and the move which was played in the game instead of the candidate move.

- **Build-in backup functionality:** ZIP support let you zip your whole repertoire easily if you use the function under 'Repertoire'. You have to load the repertoire first.

- **Remove Markers:** You can remove any type of marking for a whole sub-repertoire (just check the sub-menu of 'sub-repertoire).

- **Novelty module:** Game list extended by ECO. A new column has been added.

- **New icon graphics** added at many places (e.g. menu).

- **Snapshot function:** Check the toolbar or sub-menu 'position'. Now you can easily take a snapshot of the current chess board (incl. arrows). It will be copied to the clipboard from where you can easily use it in any other program.

- **Blindfold mode for training:** You can now train without any pieces being displayed. Several parameters give you more control on what should be hidden. This is an excellent mode to train your visualization skills!

- **Computer evaluation** as well as **personal evaluation** is now possible. Check the position tab to edit the number (e.g. -1.02). You can use the computer evaluation for backsolving!

- **New interface to enter / edit positions:** Now you can drag and drop the pieces easily. If you drop a piece outside of the board it will be removed. Otherwise it should be self-explaining

- **Visual enhancements by using colored arrows**: Candidate moves are now indicated by arrows. There are many options to configure them the way you like. You can change the colors and the width of the arrows. You can let CPT show the top candidate move distinguish or moves with a positive evaluation different from ones with a negative one etc.

- **New position comment window:** The position comment has been dedicated a whole window which you can dock and float as you like.

- **Beta version check:** The version check will now look for official releases and beta versions.

- **Defining more than one candidate move for training:** Training mode can be configured to accept more than just the top candidate move. Check training options!

- **Toolbar in the main window:** Buttons can be added and removed as you like.

3   Walkthrough for Chess Position Trainer

Chess Position Trainer is a quite complex chess tool which offers you many features which might be overwhelming at first. If you never used a similar software for your repertoire management you might get even confused that there are no games at all actually, but don't be afraid, you will soon understand how CPT works and how much it will help you to save time while training your chess material. Actually the representation of your repertoire in CPT is more natural than what you probably got used to by game databases. So in some way you have to unlearn the wrong methodology those programs taught you for years.

Take your time to go through this tutorial and you will get a good overview of Chess Position Trainer and it's features in action!

3.1 The concept of Candidate Moves

If you want to use CPT it's critical to understand the concept of "Candidate Moves". In CPT not concrete games, but just positions and moves are saved. Of course, with this information it's possible to re-calculate a move order to reach a certain position, but in general the approach is very different to typical chess databases, because the goal of CPT is quite different too.

With CPT you want to manage your repertoire rather than your games or the games of someone else nor do you want to study openings by looking at games of other players. For all these purposes you can use Chess Assistant and Chessbase which are just perfect for that job. A repertoire is the result of chess material you studied either by reading chess books or chess CD's or both. It's your personal essence out of this material.

You may want to fine-tune the repertoire by doing some deep analysis with a chess engine or chess database. But in general you will study some material and make decisions about which variation fits your style. At the end it comes down to a single move for each possible position of the variations you want to play: Your "candidate move" or "best move".

A candidate move is a reasonable move for a given position which you want to cover in your repertoire. Usually you only want to cover one or two moves for your color, but all reasonable of the opponents color. If you have more than one candidate move for your side you can declare one or all as "best move". This is important for the training center later where you can decide to train only your first ranked candidate moves or all best moves.

Let's say you face with Black e4. You always want to play the Sicilian as the reply to e4 so the candidate move in that position is c5. All other moves, while they might be absolutely sound, are not your first candidate move. CPT won't help you to find all these single moves, but it will help you to organize and to train them in a very efficient way.

The candidate move concept is very important in CPT. Many other concepts are based on this basic concept.

Of course, sometimes there exist two candidate moves which you would like to play and especially the stronger you are the more likely it is that you have more than one line which you can play for the most popular variations just to make it harder for your opponent to prepare the game against you, but even then it's quite easy with CPT to manage the repertoire. You can have more than one candidate move and later change the order of your candidate moves or make more than one candidate move as "best move". However, only the first ranked and explic-

itly marked "best moves" will be considered for several functions which CPT offers like the training mode. Keep this in mind!

A short list of functions which are based on the first ranked candidate move or "best moves":

- Training mode: you have to play your first ranked candidate move or the program will count it as a incorrect answer. There is an option to accept "best moves" too.

- When you run your played games against your repertoire to find any novelties CPT will check where you didn't play your first ranked candidate move / best move for the first time.

- Updating your repertoire based on your played games works similar.

3.2   Get the example files and start Chess Position Trainer

First of all if you didn't do so yet you should download the example repertoire which is available for free in the download section of www.chesspositiontrainer.com.

Save and unzip it in a folder where you want to keep your repertoires.

Next start Chess Position Trainer. If you didn't use CPT before no repertoire will be loaded automatically and CPT will look similar to the next screenshot:
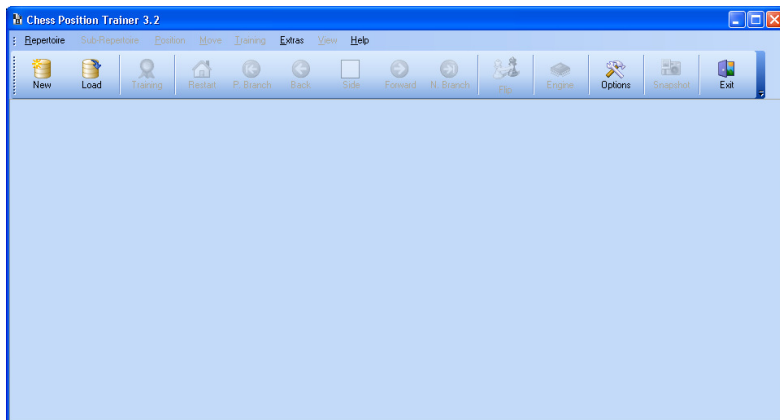
Either click on the *Load* button of the toolbar or use the menu navigation *Repertoire/Load*. You will be asked to choose a repertoire file. Browse to the folder where you saved the example repertoire and load "Standard.xmr".

After you loaded the repertoire you should see something similar to the following screenshot:

3.3 Navigating through the repertoire and entering new moves

If you loaded the repertoire as described before please select the sub-repertoire Alekhine by clicking on the name in the tab-list to activate it. You can see that your repertoire knowledge is at the moment zero (the bar is empty), because you didn't train it yet. At the bottom you can see a window called *candidate moves*. It shows you always all moves which are covered for the current position. You can easily add moves to this list. Usually there is only one move for your color and several moves for the opposite one as you want to be prepared for any reasonable move of your opponents, but yourself will probably focus on one move for each position.

Now click on the forward button in the toolbar, use the *right arrow* of your keyboard or just click on the candidate move in the *candidate move list*. You will navigate through the repertoire. At the same time the window *move list* will be updated. Get to the first branch that is where more than one move exists in the *candidate move list*.

White could have played different before, but I made the decision that this is the Alekhine variation I want to play. You can see that Black has two possible moves which are covered by the repertoire. Now let's jump to the next branch by pressing **F2**.

This is a very useful shortcut! With **F2** and **F1** you can jump easily to the next/previous branch. Try that yourself once at the current position: First press **F1** and afterwards **F2**. You will get back to the current position. In our example you can see that 3 moves are covered for Black: Be7, Nc6 and g6.

Now let's say you experienced that someone played 6…Bg4 (an obvious blunder, but we are doing this just for demonstration reasons). Drag & drop the Black bishop to that place. The move list will be updated again and your **candidate move list** will be empty, because this is a totally new position and there can't exist any candidate move yet.

Reply for White with Nf3 (ignoring the blunder for this example) and afterwards for Black with g6. All of a sudden you have a candidate move again! That's called a transposition which is covered by CPT. You could have reached the same position if you picked the move g6 first instead of entering the new move Bg4. Now, two move orders are leading to the same position. Navigate back to the branch before by pressing **F1**. Play a little bit around by choosing one of both paths to get to the same position.

It's important to know that CPT is saving every position only once. A double entry is per definition impossible. Hence transpositions are covered. At the moment this is limited to the current sub-repertoire and it doesn't cover colour transpositions that means if you have with Black a position which is covered by your repertoire for White it is not showing this transposition. In CPT 4 this will be improved.

Now you learned about candidate moves, how to enter them, what transpositions are and how to navigate through a sub-repertoire. These are the basic functions. A last tip: You may want to right-click on a move in the **move list** or **candidate move list**. It's quite simple to add assessments to a move, delete one or change the order of a candidate move. And a very last tip: Keep the SHIFT-key pressed while entering a move and CPT won't navigate to the next position. This is called "smart input" which let you quickly enter all replies for one side without having to navigate back and forth.

3.4 Add information to positions

Let's have look at positions in a little bit more detail. For every position of you repertoire you can enter information like a label, comment or assessment. To do so you need to click on the tab of the position window first.

Depending on the current position your screen should look similar afterwards. In the ***position window*** you can enter a label for the position. Once a position is labelled it will show up in the ***position list***. This is a very important concept to know. Enter "my position" and either click on the ***Sub-Repertoire/Save*** menu item or navigate through your repertoire, CPT will save the information automatically after any action, you can't lose any information even if you close the program.

Now have a look at the ***position list*** by clicking on the tab.

You will see your just labelled position "my position". At the same time you can see your training score for this position this is of course zero at the moment. Navigate through your repertoire a little bit and then click on "my position" in the list. You will directly jump to that position and it will be shown on the chessboard.

If you entered several key endgame positions you can easily toggle through them by using the *position list*. You can also do so by using the menu *Position/Goto…/with name* (or just F8 or Shift+F8).

Important: Whenever you jump to a position your move list will be erased, because CPT can't know which move order lead to the position (considering that transpositions are possible). Once you jumped to a position you can't get back to the start position, but to the position to which you jumped before. If you want to get back to the start position you have to use *restart* (toolbar or menu item).

3.5 Let's start the fun: train your repertoire!

Till now you learned how to create your own repertoire and to navigate through a sub-repertoire, but CPT has much more to offer than just managing your moves and positions. Let's start the training mode by clicking on *training* (or use the menu item *training/go to training centert*).
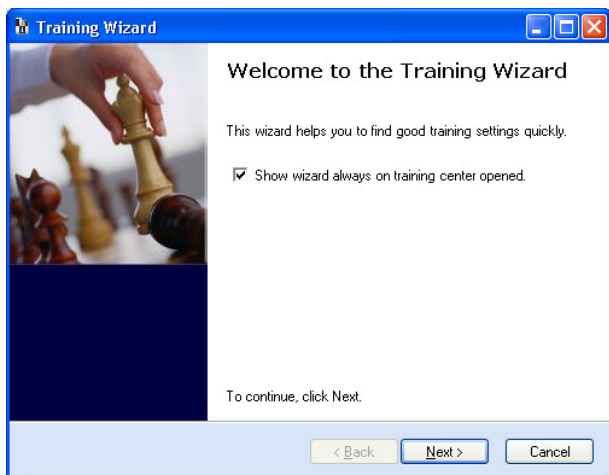
CPT offers a training wizard which helps you to find good training settings quickly. If you don't like to use a wizard just uncheck the proper box and press *Cancel*.

Follow the wizard instructions and select the Alekhine sub-repertoire, the type "opening" and leave the difficult level at zero. You will see the following finished screen:

After you click "Finish" the training will start. CPT will first demo the variation it is training you in. You can change the speed in the windows called "Moves per Minute". Just adjust the trackbar.

After the demonstration has finished you are asked to play White's moves!
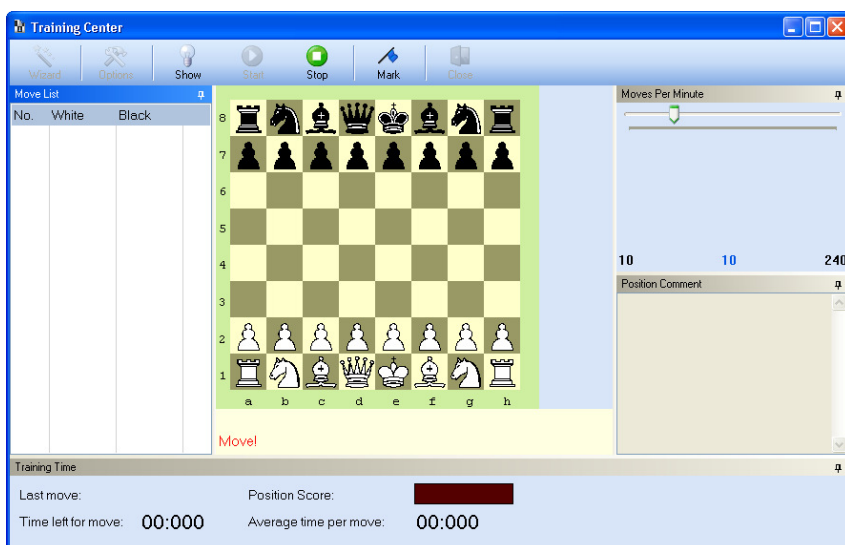
You are asked to move the right piece for this position. It's e4 as you are an e4 player (in this example at least). Drag & drop the pawn.

CPT will reply with Nf6 and in the background your training score for the previous position will be updated. Continue with White: e5, c4, d4. After d4 CPT is making the move d6 and you have this position:

Maybe you are an e4 player and you like to play here f4. Let's do that.

What happened? According to the repertoire exd6 is the candidate move. While f4 is absolutely sound and another popular choice it is not your repertoire. CPT takes back the wrong move and shows you the correct piece highlighted for a short moment. You are given a second chance (at least CPT does give you a second chance!). Now play exd6. Next play Nc3 for White. After this last move CPT will jump to the starting position again. The training wizard set for you the parameter to train only the first 6 moves as you said that you really have no clue about this opening (lowest difficult level). Of course it is possible to train longer variations either by changing the difficult level in the wizard or training without the wizard. Then you can set every parameter to your likings.

Let's get back to the training. You are faced with the start position again. This time play all moves correct: e4, e5, c4, d4, exd6, Nc3. Did you hear it? Yes, CPT gave you an applause! That's because you played the whole line without any mistake.

You have to play the same line again to let CPT move to the next line. Again this is only due to the training settings and at any time possible to change. After you played this line for the second time correct CPT will demo you a new line.

Let's stop the training now and have a look at the mechanics behind the scenes. How does CPT choose a line in which it want to test you?

Whenever you make a move during the training mode the move is either correct or wrong (according to the repertoire). For each position CPT is storing your training score. Whenever you make a correct answer it will increase by 10% otherwise decrease by 10%.

During the training mode it will simply pick those positions which have the lowest score. The training options make the selection a little bit more complex and flexible, but in general that is the whole concept.

You can see that this approach is similar to the time-proven flash-card concept. Think about how you have been training all your life! Probably randomly and not really with an auto-focus on your weaknesses like CPT guarantees. CPT was the first program to introduce this unique feature in a comprehensive way and is proud to have changed a stagnating market significantly.

Now let's close the training center by clicking on the stop button first and then the close button. You get back to the normal enter mode. Go back to the starting position by clicking on the *restart* button.
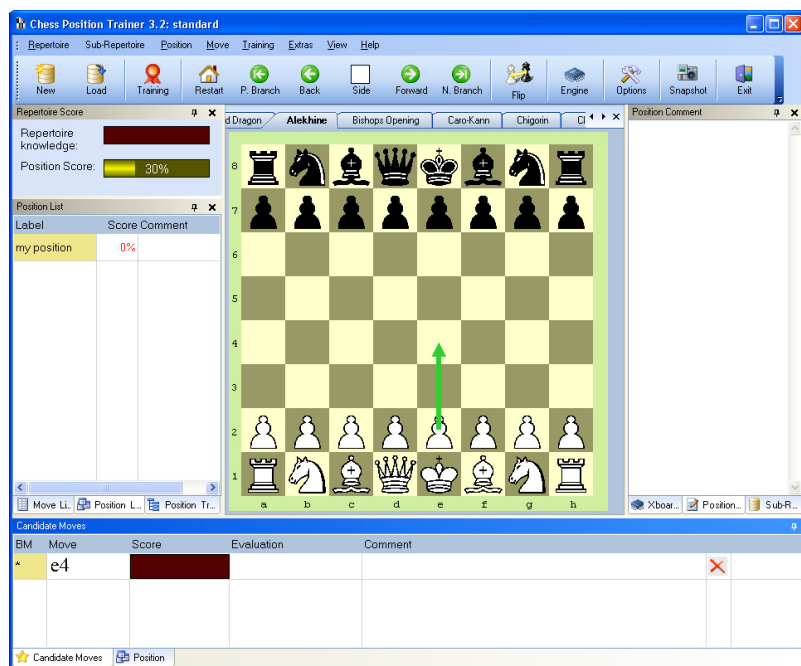
Did you spot the difference? Yes, all of a sudden there is 30% for the *position score*! That's because during the training mode you found the correct move in this position for three times. If you continue to move forward through the sub-repertoire you can see that more positions have a score of 30% now.

You just learned the relation between your repertoire and the training mode. Try to get the score for all training positions up to 100%! Your repertoire score is increasing slower, because it's the average training score of all positions where you have to move. However, once that score is 100% you can be quite confident that you really know your repertoire!

3.6 Learn from your games

Probably you play on the internet at some chess servers like ICC or playchess or you just play over the board games. Did you ever wanted to know with one click where you or your opponent didn't play what you actually prepared? With CPT this becomes a very simple task.

Finding novelties

Click on the menu item ***Extras/my games…Show novelties***. For the first time a window with some options will popup:
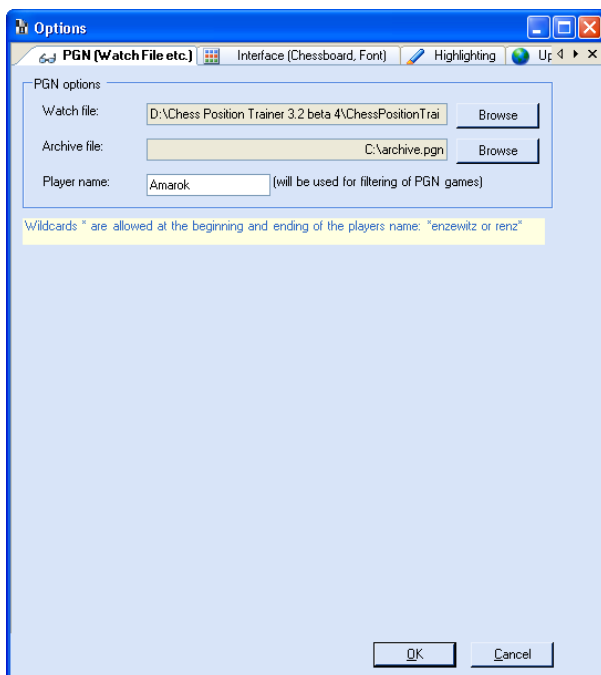
Enter as player name "Amarok" and choose as the watch file the PGN file "Amarok.pgn" which came along with the example repertoire and click on **OK**. A new window will open and after a few seconds your main window will receive the focus again. Click back to the newly opened window, it should look like this:

You can see at the bottom a list of games I played on ICC a while ago. My nickname is "Amarok" on that server. For the first game CPT shows you the first move which is a novelty according to the repertoire file. In this case it was my opponent who played a move I didn't expect. I'm a Chigorin player and now I'm out of theory right after the second move. Thanks to CPT after some blitz sessions I can later easily get back to these critical positions. If you click on any other game in the list CPT will show the first novelty for that game. At the same time it will automatically focus in the main window the sub-repertoire to which the move should belong, but is not yet covered:

You can see that I was only prepared for c4 and Nf3, but not for Bg5. You can navigate through this sub-repertoire, add the move and try to fill the gap by doing some research with your chess material (especially in such specific situations programs like Chess Assistant and Chessbase are invaluable). You can also get back to

the game window and navigate there through the game, click on another game. Once you are done you can close that window and get back to the main window.

It's good to see where something went wrong, but it would be even better if you could use this information similar to the training mode to update your training scores. You probably guessed it already: CPT can do that too!

Updating training scores

Click on the menu item ***Extras/my games…update training scores***. Now CPT will automatically find out for every game where you didn't play your candidate move for a specific position and it does even more: It automatically figures out which sub-repertoire corresponds to the game and the position in question. With this information CPT will update the position score if you played the incorrect move. Of course, for all correct moves your training scores will increase automatically too! Thus it makes the whole process a piece of cake. You can use this feature to train not only by the training mode, but also by playing games on chess servers.

Again, CPT offers you plenty of ways to study your chess material in an efficient way, but you decide which method you prefer. There is much more to say about these features which you can find at ***4.6.1 My games***.

Note: Once you are done with the PGN games you might want to archive them to avoid checking them again. For this you need to set an archive file in the options and use afterwards the menu item ***extras/my games/move games to archive***.

Important: The chess servers (or to be more precise their clients) ICC and playchess offer to save automatically all games you play into a file. With ICC this is already a PGN file so it makes the whole task very easy. If you are playing at playchess you will have to export the created database of your games to a PGN file.

3.7   Create a repertoire with sub-repertoires

Let's get back to your repertoire. So far you have been playing around with the pre-made repertoire, but you will for sure create your own repertoire. To do so just click on ***new*** in the toolbar. You will be asked to save the repertoire. Save the repertoire as "Blitz". A repertoire is similar to a folder. The actual content, the files, are the sub-repertoires. After you've create the repertoire you asked to create a sub-repertoire. Create a sub-repertoire for White with the name "Kings Gambit". Your window should look similar to the next screenshot:
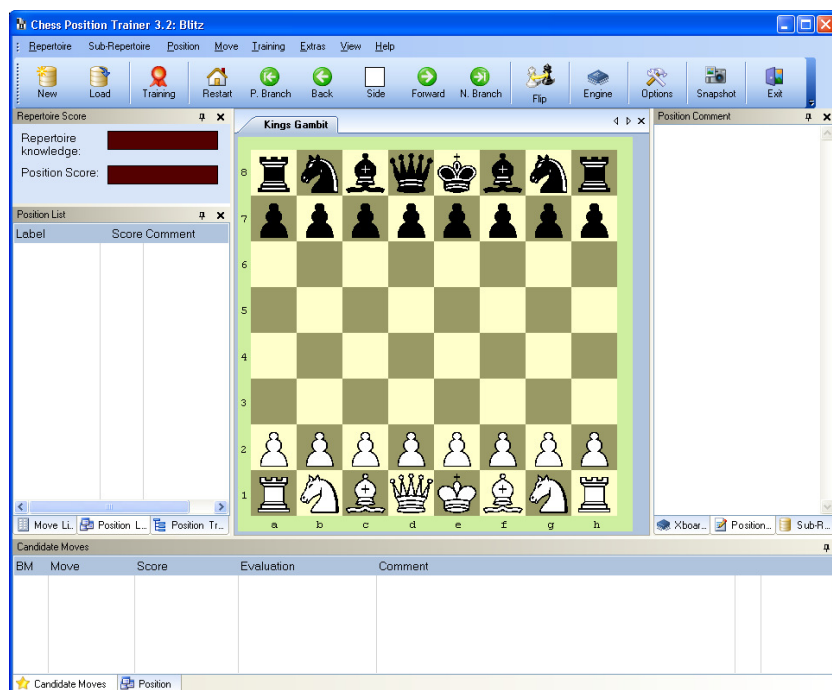
Now enter the moves e4, e5, f4. After entering these moves go to **sub-repertoire** and choose **Add** and **New Sub-Repertoire**.
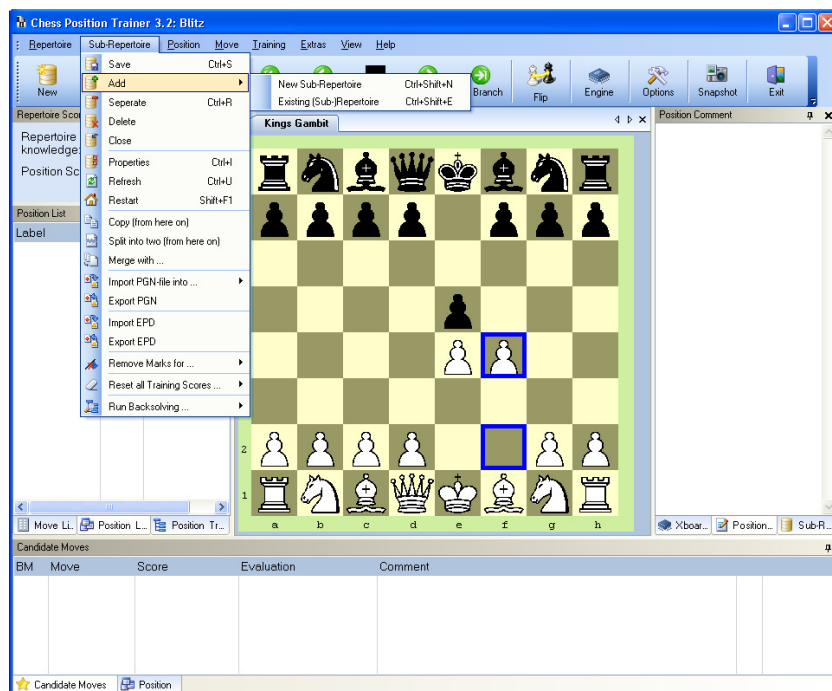

You will be asked again to enter a name and choose the colour. After filling out these fields you have created a second sub-repertoire. Now you can enter moves for this one too.

You just learned how to create a repertoire with sub-repertoires. There is much more to learn like copy, merge or split a sub-repertoire, but you are ready to create your own repertoire now.

3.8   Create middle- and endgame positions

This is the last, but not the least important section for the tutorial. With this function you can make CPT more than just an opening trainer. Go to *position/edit position/new position*. A new window will open. You can now freely enter a position for example a key position for rook endings (for further details see 4.3.1 Edit Position):
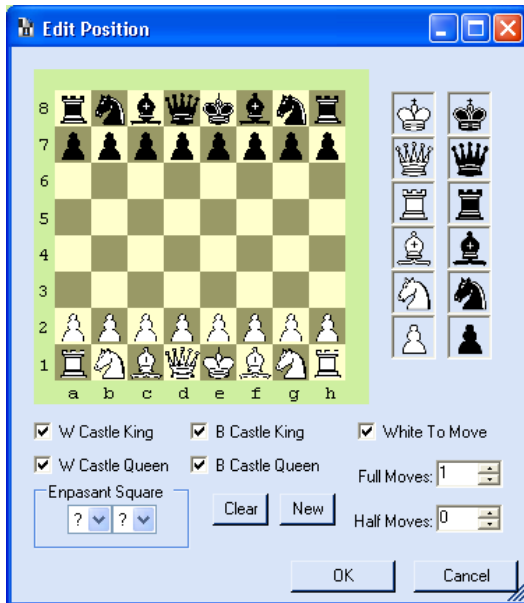
Once you entered the position you have to confirm it by pressing on **OK**. If you made a mistake you can also just click on **cancel** and nothing will be saved to your database.

This feature allows you to create a repertoire for endgames which could contain sub-repertoires for rook endings, bishop endings, pawn endings etc.

On the other hand you could also create a repertoire for key-middle games or even repertories just filled with chess puzzles!

Again, CPT is only your tool which offers you many functions to optimise your chess training, but it's you who really makes it valuable.

The walkthrough ends here. I hope you got your feeds wet by now and can't wait to start exploring Chess Position Trainer on your own. Enjoy!

4 Menu Items Description

4.1 Repertoire

4.1.1 New

This will create a new repertoire. After choosing the repertoire name you will be prompted to create a new sub-repertoire too.

A repertoire on it's own is useless. It is just the framework for your sub-repertoires. You might want to create a repertoire called "Standard" or "Blitz" etc. But don't make the mistake to create a repertoire for Black or White or even a specific Opening. That's the way how you probably did it in the past, but CPT offers a much better way to manage your repertoire including all sub-repertoires.

4.1.2 Load

Simply to load a repertoire. Any opened repertoire will be closed and saved automatically.

4.1.3 Close

You can close your repertoire and all not yet saved information will be saved automatically.

4.1.4 Delete

Be careful with this one. It will not only delete the repertoire, but also all sub-repertoires if any exist!

4.1.5 ZIP Repertoire

This function is very useful if you want to make a backup of your repertoire or if you want to easily copy it to another place (e.g. from your desktop PC to your laptop). First you have to load the repertoire which you want to zip and then just call this function. CPT will automatically identify all related files and zip them together into a single file. Also if you want to publish a repertoire to the CPT community, clarify an issue with CPT support, send it to your friends or use it with your pupils this is the function to use.

As a general advise it's recommended to make a backup of your repertoire frequently and store it at a different place (e.g. another PC, memory stick, CD).

4.1.6 Exit

Before the program will terminate it will save all not yet saved information.

4.2 Sub-Repertoires
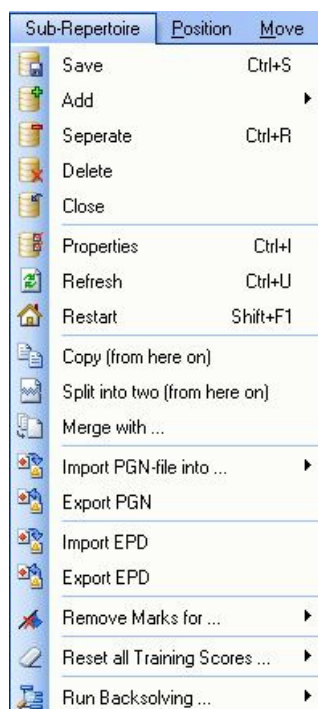
This is a very important section as Chess Position Trainer is introducing a new concept to the chess software market which will make your daily work with your chess material much easier than ever before. Soon you don't want to miss this feature again.

Probably you are right now managing your repertoire in one way or another. Maybe you are using an opening specialist where you have one big file for your White Repertoire and one for Black or you use for this purpose a classical Chess Database Program like SCID. In this case you are either storing you repertoire in many lines or in only one big line/game. Whatever tool you are right now using, it doesn't offer you an efficient way to manage these very important information as a whole.

With CPT the concept of sub-repertoires are introduced. You no longer have to manage your sub-repertoires independently. They all belong to one Repertoire. While you might have one sub-repertoire for the Dragon, one for Scandinavian and one for French you only have the repertoire let's say "Standard". There might be a different one called "Blitz" where you are playing different lines, but in general all your chess knowledge is gathered and connected within one repertoire. A sub-repertoire is always designed for one specific colour. Many things depend on this key characteristic. For example the board will be automatically switched to the pieces of the sub-repertoire colour at the bottom. During the training mode the program will only ask you positions where the side with the colour of your sub-repertoire has to move. The training scores are based only on those positions where the sub-repertoire colour has to move and so on. You can change the sub-repertoire colour at any time though.

The difference between a repertoire and a sub-repertoire becomes clear if you check where your moves and positions are actually saved. A repertoire file stores only the information which sub-repertoires belong together – it's therefore similar to a folder. The sub-repertoire itself has the information about the colour of the sub-repertoire, the moves and all corresponding positions.

There is one more thing to know: Any sub-repertoire can be extracted from a repertoire to become an independent repertoire itself (including the sub-repertoire) at any time and vice versa. This makes the whole concept even more flexible.

Note: A sub-repertoire can only be used in one repertoire! However, you can transfer it from one to another one.

Using the concept of sub-repertoires several of new functions are possible and in CPT implemented which will be described in this section.

Last note: At the moment CPT is not using a real Database in the background, but simple XML. This makes the download of CPT very small and the exchange of repertoire files among users quite simple. However it has the downside of a performance penalty. As long as you really separate your repertoire into small sub-repertoires you shouldn't have any performance problems (only the one time import might take some time depending on the file size). Before you worry too much now: Even a few thousand of positions for one sub-repertoire are not a big deal, but if you start to work with CPT in the same way as you probably do with Chess Assistant or Chess-

base you are soon going to have a performance problem. There is a version 4 of CPT in the making which will feature a professional database where this main disadvantage of CPT will become history. Stay tuned!

4.2.1 Save

Usually you don't have to save anything explicitly in CPT, because after every action including closing a sub-repertoire, any changed information will be saved automatically.

4.2.2 Add

While you build your repertoire you are going to create new sub-repertoires for each opening you want to study or if you are going to enter key middle- or endgame positions you might want to create sub-repertoires for rook endings, bishop endings etc.

New Sub-Repertoire

This will give you the opportunity to create a totally new sub-repertoire from the scratch. Choose the color for which you want to create it and that's it.

Existing(Sub-)Repertoire

Only repertoires can be added, because sub-repertoires belong to other repertoires already and hence can't be shared. A repertoire will become a sub-repertoire once added and won't be available for any other repertoires or loadable as a repertoire anymore. If the added repertoire has itself several sub-repertoires all of them will be added to the current repertoire automatically!

You can download at http://www.chessposiontrainer.com some free (sub-)repertoires and add them with this function. In the future there might be many more available and you are encouraged to send yours to the author to make it downloadable for the community of CPT. Beside integrating third party sub-repertoires you might want to transfer a sub-repertoire from one repertoire to another one. Check the *Separate* function for this purpose.

4.2.3 Separate

Separating a sub-repertoire will make it independent and not deleting it physically. After this action the sub-repertoire no longer belongs to the repertoire and can be loaded as a repertoire.
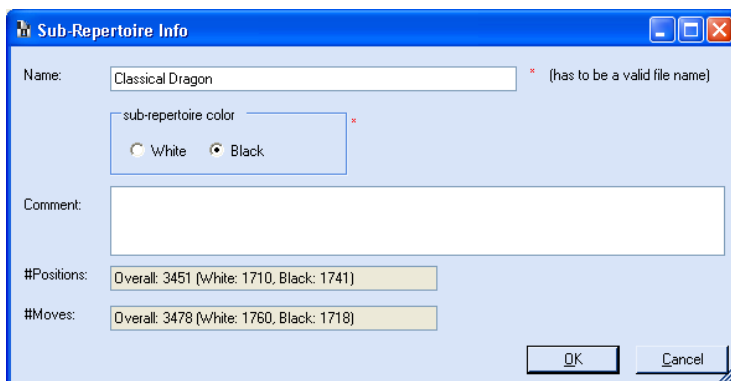
4.2.4 Delete

Unlike removing this will definitely delete it physically as well.

4.2.5 Close

You can close any sub-repertoire and open it later again. Check the *Sub-Repertoire List* to find and open any closed sub-repertoire.

4.2.6 Properties

A window will pop-up and you can edit the name of the sub-repertoire, the colour for which it is designed and enter a comment.

Additionally you can see how many positions your sub-repertoire covers.

Now that you can see how many positions exist you can get finally an idea about what it means to learn for instance the Dragon. Even a little sub-repertoire which by far doesn't cover all lines you have easily to study more than 3400 positions! If there is no efficient and reliable way to do so you can spend years on a sub-repertoire and still don't know it evenly.

4.2.7 Refresh

This function will update the display of the sub-repertoire score. CPT does that frequently on it's own for example after loading a sub-repertoire or after finishing the training mode, but it does not so after entering new moves for example as it is a quite time consumption function (even though it runs in the background as a thread).

4.2.8 Restart

The restart function will bring you back to the start position. As you will read in the position section, if you jump to any positions the move list will start exactly from that position on and will ignore any previous moves which might lead to the position. Because of that the move list won't let you get back to the start position, but the *Restart* function does.

4.2.9 Copy from here on

Sometimes you want to copy parts of your sub-repertoire into another one. For this purpose you can use this function. It copies all moves of the current move list and all derived moves from the current position into the target sub-repertoire. This will be done recursively. In other words: Any position which is reachable by any move order (which is represented in your repertoire) from the current position on will be copied.

4.2.10 Split into two (from here on)

With this option you can split a big sub-repertoire into smaller ones. If you imported your repertoire from Chess Assistant or Chessbase it's quite likely that you have all opening variations for at least one colour in one big repertoire file.

That's one of the best concepts which Chess Position Trainer introduces. Thanks to the new concept of sub-repertoires you can now organize them much better and later train them more specific.

The split function will move all moves and corresponding positions from the current position on into the target sub-repertoire. It will also copy all moves from your move list into the target sub-repertoire to ensure that the current position is reachable in the other sub-repertoire too.

At the end it will delete all candidate moves leading to the current position and afterwards all moves depending on this position directly or indirectly (by recursion).

Don't worry, it won't delete a position if it can be reached by a totally different line (a transposition). In this case the position is not depending on the one which will be deleted.

In short: It will just work as you would expect it.

CPT is acting here quite smart and you should achieve the result you had in mind.

4.2.11 Merge with…

In case you want to merge two sub-repertoires you can simple use this function. This is very useful if you for example have two sub-repertoires which transpose frequently. In this case it might be better to combine them (for example the Accelerated Dragon and the "real" Dragon).
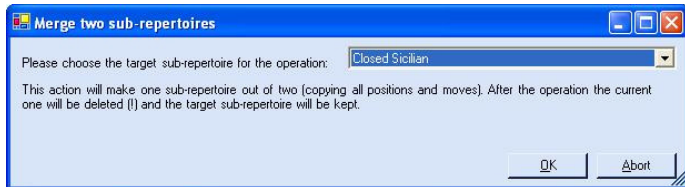

If you selected this function you will be asked to choose the sub-repertoire with which you want to merge the current one. The result will be one sub-repertoire with all moves and positions of both sub-repertoires. This will become the one you choose in the pop-up window. After the merging process the current sub-repertoire will be deleted (physically too!).

However, if you decide to separate them again you can do so easily at any time by using the *Split* function. Maybe you want to split them at a different point this time.

4.2.12 Import PGN-file into

The import function of CPT is your door to the big world of chess games from other sources. You can use it to import your Chessbase or Chess Assistant repertoire. Furthermore you can use it to import typical Chess CD's which cover a whole opening etc. Once imported in CPT you can quickly choose the lines which you want to play without entering anything manually. However, the import of a huge CD can take some time as CPT is at the moment not using a true Database in the background, but simple XML. This is going to change with the next major version 4 of CPT.

Note: The import will always check whether the position and move to import exists already in your repertoire or not. Only this time expensive extra-work while importing ensures the consistent of the data as CPT stores any position only once. At the same time it slows down the process of course.
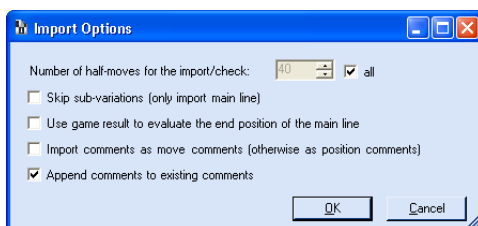
The import offers several options. If you only want to import the first X moves of the PGN file you have to un-select "all" and then pick the number of half-moves you want to import. You can also skip variations in the PGN file or even use the game result to automatically set the position evaluation after the last move. This can become very useful in combination with the function ***backsolving/min-max-calculation*** (see 4.2.18).
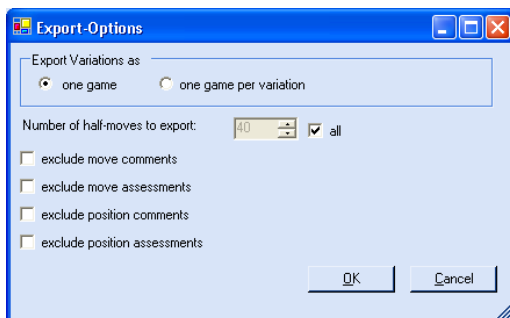
New Sub-Repertoire

You can import into a yet to define sub-repertoire with this option.

Current Sub-Repertoire

In this case you are going to import into the current sub-repertoire. As mentioned before the import file will be merged with the current sub-repertoire and thus no double entries can be created accidently, it only picks really unique moves and positions.

4.2.13 Export PGN

The time you invest into your repertoire with CPT will be never lost even if you decide to stop using the program one day (only theoretical speaking of course). Probably more important will be this function if you want to use your repertoire for specific tasks in other programs like Chess Assistant or Chessbase. Therefore CPT let you easily export your repertoire and offers several options.

Most of the options speak for themselves except the first one. If you choose to export the whole sub-repertoire as just one game you will see many variations in this exported one game as each candidate move – except the first one – is creating a new (sub-)variation which can become a little bit difficult to read later in a game database, but as game databases don't offer a better way to handle this information it might be the way you want to go.

The other option is to let CPT create one game per variation. A variation is defined by unique line in your sub-repertoire where unique means that at least one move is different. Thus you will find many games in the exported PGN file. A little example: If you have a test sub-repertoire consisting just of 4 candidate moves for

white for the start position this would create 4 games. If you add 2 different replies to one of the white candidate moves it would lead to 3 (the 3 candidate moves without black reply) + 2 (the one white candidate move with two black replies) = 5 games.

4.2.14 Import EPD

This function is very powerful in conjunction with the export and *Backsolving/Min-Max-Calculation* if you own a chess program which can analyse EPD files like Chess Assistant.

You can import EPD files and the evaluations of the provided positions into your sub-repertoire easily. Several parameters give you a lot of freedom.
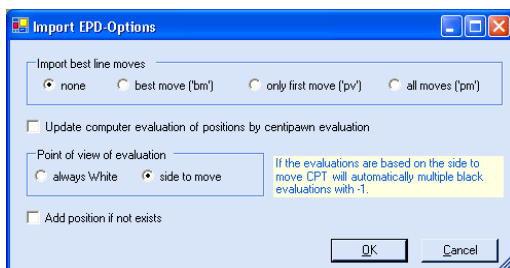
Usually you would first export your leaf nodes of your sub-repertoire as an EPD file. Then you analyse it with a specialised program which will add a centipawn based evaluation to each position and optional suggests a line to continue from the position on.

Now the options let you decide whether you only want to update the computer evaluation of the existing positions in your sub-repertoire or even add suggested candidate moves. You can even add not existing positions.

There is one little important detail to know. EPD positions are usually evaluated from the point of view what colour has to move. In this case CPT has to convert the evaluation always into whites points of view.

After you imported a EPD file you can use *Backsolving/Min-Max-Calculation* with the option "based on computer evaluation" and there you are, having a fully min-max-calculated sub-repertoire. These functions can become extremely useful and powerful for your daily work with CPT.

4.2.15 Export EPD

The idea of the export is already covered in the *Import EPD* section above. The options let you either only export leaf nodes if you want to later use the analysed positions for min-max-calculation or you can export all positions. If you are not interested in the min-max-calculation this might be your preferred option as each position can be analysed and not just the final positions.
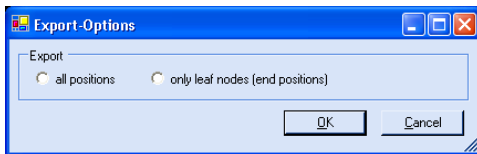
4.2.16 Remove Marks for

This is a very handy function if you want to remove a specific type of marking for all positions. If you already checked / trained all "missed move positions" or "new positions" you can easily remove this marking without having to do it for each position manually.

4.2.17 Reset all Training Scores

If you ever have the feeling to start your training from the beginning again or you got your repertoire from someone else (legally I hope) you might want to reset all training scores at once. You can use this function for doing so. In some specific scenarios you might want to set all of your training scores to 100 percent. This is possible too.

4.2.18 Backsolving / Min-Max-Calculation

About this function exists already more myth than it does deserve. From a programmers point of view it is probably one of the most easiest function of the whole application (and the least code lines with about 20 too). However, it can be very useful though.

In general min-max-calculation works as follows: Let's say there exist two moves for a position: Ne4 and Qg6. Now you know that Ne4 leads to a position +- and Qg6 to =. This means that the current position is already +- as you can get into a variation which is evaluated as +-. The whole trick is now that CPT makes this decision for you and goes through your whole sub-repertoire backwards and while doing so it will update the position evaluations accordingly to the best possible result the side to move can achieve.

The whole process is recursive and CPT starts with your leaf nodes that means all end positions of your repertoire where no further candidate moves exist are checked first and then going backwards through all variations up to the start position. In case all leaf nodes have an evaluation you will receive a fully evaluated repertoire (every position will have an evaluation) even though you only entered this information for the leaf nodes (or you used the EPD import/export function!). CPT offers a function to jump to any leaf node which has not yet

any evaluation (check the submenu of positions and there "Goto Previous/Next Position…"), but it will also import this key information if you have some good PGN files already.

Use the option to run the min-max-calculation based on computer evaluation if you imported an EPD file or used this field rather than the informator symbols.
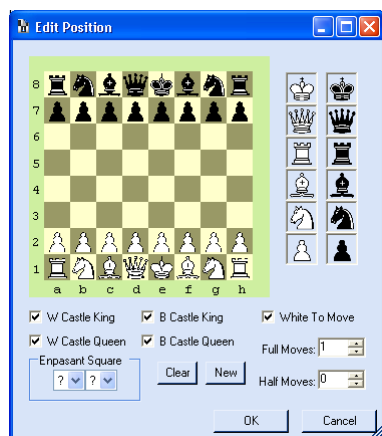
4.3 Position
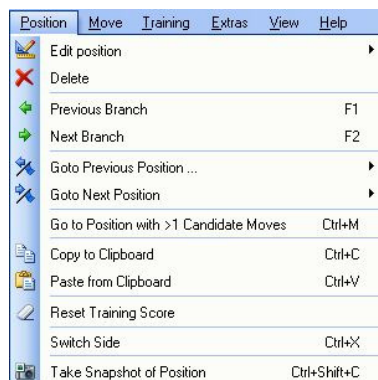
There is one thing you have to know to avoid any confusion: Whenever you jump to a position the move list will be deleted. CPT just doesn't know what the correct move order is to get to this position (if any exists). Any following move you make will be added as usual. However, if you navigate backwards to the beginning through your move list you will always get back to the position where you jumped to before, not the start position. In order to get really back to the root of your repertoire you have to use the button ***Restart***.

4.3.1 Edit Position

This option will let you enter new positions like key-middle or endgame positions. It's opening a whole new world for CPT as it makes it a comprehensive tool not only for the opening. Once these key positions have been entered you can add candidate moves as usual. This means, you can even create chess puzzles and train them later (or upload to the CPT community or send it to some friends/your pupils). You can also enter typical rook-endings etc. Again, only your imagination is the limit.

The position editor is very easy to use. You can drag & drop any piece from the right side onto the board, within the board or remove it from the board by dropping the piece outside the board. Once you are done you have to click on *OK* to finally accept this new position and to save it into the database. You can also cancel the edit-mode and no changes will be made to the database.

Every created position is by default labelled as "new position". You can find it in the *position list*.

There are some actions possible only based on positions with names. These are *go to next/previous position with name* and the *training mode*. You can for example only train positions with names and then the whole variation. That's the perfect training mode to practice middle- and endgame positions or chess puzzles.

New position

This will create a totally new position and save it to the database once you confirm it. In case you create one which just by chance exists already, nothing will happen. In CPT it's not possible to have the same position twice in the database, even not by accident.

Current position

If you made a mistake while entering a position this option gives you the opportunity to correct it. However, this is only possible if no move is leading to this position and no candidate move exists for this position. Otherwise there is a chance that you create a non-consistent entry for the database (i.e. moves which have a reference to a no longer existing position).

4.3.2 Delete

This action will delete the current position and all candidate moves for this position. At the same time it will delete all follow-up positions and candidate moves which only exist because of the current position (the current position is directly or indirectly leading to that position via moves of your repertoire). In case that a follow-up

position is reachable by an independent move order of your database too (e.g. not depending on the position you are going to delete), it won't be deleted. So this function just ensures that you still have a consistent database where all positions and candidate moves are valid and reachable. Two little examples to explain this a little bit more. Let's assume you have the following moves in your database:

1. d4 – d5, 2. c4 dxc4 → if you delete the position where Black just played d5 the positions of c4 and dxc4 will be deleted as well as the candidate moves themselves. The move d5 will be deleted too, because it is leading to the position which we want to delete! At the end only the move d4 is left.

Now let's say we have the same moves as above and additionally these moves too:

1. c4 – d5, 2. d4 dxc4 → if you delete again the same position from our first example (Black just played d5 in the same move order of the first example!), in this case dxc4 would not be deleted, because another move order is leading to this position too!

For Bookup-Users: It's important to know that really all follow-up positions and moves are deleted which are depended indirectly or directly by the position to be deleted. In Bookup this is not the case and while this is a positive thing if you want to get back the line one day it has several disadvantages by creating "uncandidate moves" which make it impossible to implement some of the more sophisticated training options CPT has to offer. Beside that it becomes quickly confusing if you enter new moves which all of the suddenly give the impression they are transposing into a known line, but in reality just unleashed a deleted line.

4.3.3 Previous Branch

Jumps to the previous position where more than one candidate move exists. This is a very helpful function if you want to go through all variations systematically! Don't forget the shortcut *F1*.

4.3.4 Next Branch

Jumps to the next position where more than one candidate move exists. This is a very helpful function if you want to go through all variations systematically! Don't forget the shortcut *F2*.

4.3.5 Goto Previous / Next Position

In CPT you can mark positions in many ways and later you can use this marking to jump to those positions quickly. There are some other specific types of positions which you can also easily access by using this function.

ToDo

Jumps to the previous / next position which is marked as *ToDo*.

Critical

Jumps to the previous / next position which is marked as *Critical*.

Unclear

Jumps to the previous / next position which is marked as *Unclear*.

With Label

Jumps to the previous / next position which has a label.

Leaf Node

Jumps to the previous / next leaf node / end position which means that this position has no candidate moves.

Leaf Node w/o Eval

Jumps to the previous / next leaf node / end position which has no evaluation.

Missed Move Position

Jumps to the previous / next position which is marked as *Missed Move Position* (see *4.6.1.3 Mark Positions of Missed Moves* for more details).

New Position

Jumps to the previous / next position which is marked as *New Position*.

4.3.6 Copy to Clipboard

You can copy the current position in the popular FEN format to the clipboard and then paste it into another chess software program. This feature is also helpful if you want to discuss certain positions with other people in newsgroups etc.

4.3.7 Paste from Clipboard

This function allows you to paste a position from the clipboard which you may have from another chess program. At the moment it only accepts the popular FEN standard as input. If the position already exists the program will jump to the position right away. Otherwise you will be asked if you want to create this new position and save it into your database. At the same time it will be labelled as "new position".

4.3.8 Reset Training Score

Using this function will reset the training score for the current position to zero again (and only this position). This makes sense if you for example changed the order of the candidate moves.

4.3.9 Switch Side

In Chess Position Trainer you actually don't have the option to decide whether you want to have the Black pieces at the top or bottom of the board. It's done automatically based on your sub-repertoire colour. So the colour you want to study is always at the bottom. However, you can temporary switch the side.

4.3.10 Take a Snapshot

You can take a snapshot of the current chessboard at any time and then copy it into another program to save it on disk, include it into a report or edit the image. The image is copied to the clipboard.

4.4 Move

Beside the menu items explained in this section there are more functions available to manipulate moves if you right click on the candidate move list and there on a specific move or right click on a move in your move list. For further information have a look at *Move List 5.5* or *5.6 Candidate Moves List*.

4.4.1 Backward

You will just go to the previous move of your move list if any exists.

4.4.2 Forward

You will advance by the selected candidate move in your candidate move list.

4.4.3 Up

This will change the order of your candidate moves. The currently selected one will switch the position with the one above (if any exists).

4.4.4 Down

This will change the order of your candidate moves. The currently selected one will switch the position with the one below (if any exists).

4.4.5 Delete

This will delete the candidate move and all positions which depend on this move only. The delete pattern is similar to the one of positions. So please have a look at *4.3.2 Delete Positions* (especially Bookup users!).

4.4.6 Copy Moves to Clipboard

You can copy the move notation of your whole move list into the clipboard and paste it into for example an email, word processor etc. This feature is also helpful if you want to discuss certain lines with other people in newsgroups etc.

4.5 Training-Center

The training center of CPT is the true gem of this chess software. The training module is unmatched by any other chess software as CPT offers more than 70 parameters of which most of them can be combined freely leading to almost infinite options. A few highlights:

- The idea of the whole training center is based on the time-proven flash-card concept you might already know from learning a foreign language: CPT will always test you in your worst line or position based on the training settings and training scores.

- Train only a specific line.

- Train your worst line (based on your training scores of the past).

- Train your worst positions (in this case CPT will always jump to your worst position regardless of the concrete line).

- Play blindfolded and become the next Morozevitsch! A great option to train your visualization skills. Unlike specialized visualization software you are not training any lines and patterns, but your personal repertoire. You have plenty of options to configure the blindfold mode to your liking (e.g. only hiding certain pieces or areas).

- Sound support making the training session fun and educative. If you teach pupils you will be surprised how addictive these little sounds will become in combination with the repertoire training score.

- Play with time limit to challenge yourself a little bit more.

- Helpful visual effects to let you learn from your mistakes faster.

4.5.1   The idea of using the flash-card concept for a chess program

The reason why CPT has been developed and for sure the most important concept of CPT is the incorporated flash-card concept. Let's see what the idea behind this is.

Before CPT was released chess software would test you randomly in your repertoire. CPT is proud to have invented the flash-card concept to the chess software market. Instead of randomly and thus inefficiently test you in positions it will save for each position how good you know it already. Based on these results it is using an algorithm to calculate the worst position or whole line of your repertoire. Thus CPT will make your learning process much more efficient when it was possible before as you no longer have to play stubbornly the same lines again and again even though you know them already pretty well while other lines are not tested at all.

This sounds like a challenging task and too promising? Don't worry, CPT is doing all the homework for you in the background and all you have to do is train your repertoire. You will quickly recognize that never before you have learned a repertoire as fast as you do with CPT and the best of all: It is even fun to do so!

One note about memorizing move orders: Of course the training center is not teaching you for example an opening. If you want to learn the ideas behind an opening you still need other sources like (e)books. However, don't let other people fool you that you only need to memorize openings once you have a rating above 2200 ELO or that memorizing is something stupid for people who lack any chess skill. To study openings is no worse or better than studying tactics or end-games. Each part of the game can gain you points. It is possible to reach a performance >2100 without having read any book, but no doubt spending time on chess theory is always well invested no matter which part of the game it is. You will automatically continue your journey till you have studied all three parts. It is more important to start with studying at all. Another point is that CPT let you train your worst positions without playing whole variations. Thus you are shown just the position without having any idea which move ordered lead to the position. You just have to recognize the position and isn't exactly this what chess teachers tell you? You have to recognize positions and patterns.

Having said that there is a little bit more to say about openings and just learning the ideas. If you check opening books you will see that there exists no position for the first 15 and more moves where not time proven theory exists which tells you whether the move was good or bad. Now how do you want to find all these moves over the board just knowing the ideas? For sure it is no disadvantage to know the right move first before you remember the idea behind it. If you do both even better. As CPT is making the process of memorizing much faster than it was possible in the past you will spend even much less time on openings than you will do on theory research and studying of the other parts of the game.

4.5.2 Training Wizard

A very unique feature of CPT which is not only aimed at new users. The wizard is very easy to use and will automatically find good training settings for the selected sub-repertoire and your current knowledge. The better you know a sub-repertoire the more challenging will become the settings CPT is choosing for you thus even experienced users might discover new and "funny" training scenarios when they use the wizard.

Just follow each step to let CPT configure the training parameters for you. If you don't want to see the training wizard each time you go to the training center just uncheck "Show wizard always on training center opened" and press "Cancel".

If you finish the wizard the training session will start automatically.

4.5.3 Main Window

The main window offers at the bottom (if you didn't change the factory settings) some info about the current position, the last played move, time left for the next move and the average time you need to find the right candidate move.

To the left side you will see the moves played and to the right side the comment for the current position if exists. These windows can be removed in the training option.

At any time you can mark the current position as "ToDo" to check it after finishing the training session. The previously introduced training wizard can be opened from here too.

Open the option panel to find plenty of parameters to tweak. Once you found your preferred settings you have to click on "Play" to start the training. You have to stop it if you want to close the training-center or change the settings again.

The option panel has quite detailed info about each parameter thus we are now only having a rough overview.

It's recommended to take a little bit time and play around with all these options to get a feeling for them and figuring out which one fits your training style the best.

4.5.4 Little walkthrough

In general the training mode works as following:

You decide the type of positions you want to train and CPT will show you for the selection you made the worst 10 positions of the current sub-repertoire. For each position you will have to find the pre-defined first ranked candidate move. So the order of your candidate moves is very important for the training mode unless you accept all "best moves" in the training settings! The training positions will be shown without any hint for the candidate move. If you don't play the candidate move your training score for this specific position is going down otherwise it's going up by 10%.

That means that each position has a training score based on the results of previous training results (all new positions have a training score of zero). That's why CPT knows what your worst 10 positions are. You can also update the training scores by running your played games against your repertoire. For further information about this very useful feature have a look at *4.6.1 My games*.

Now we are having a look at the two most important tabs of the options.
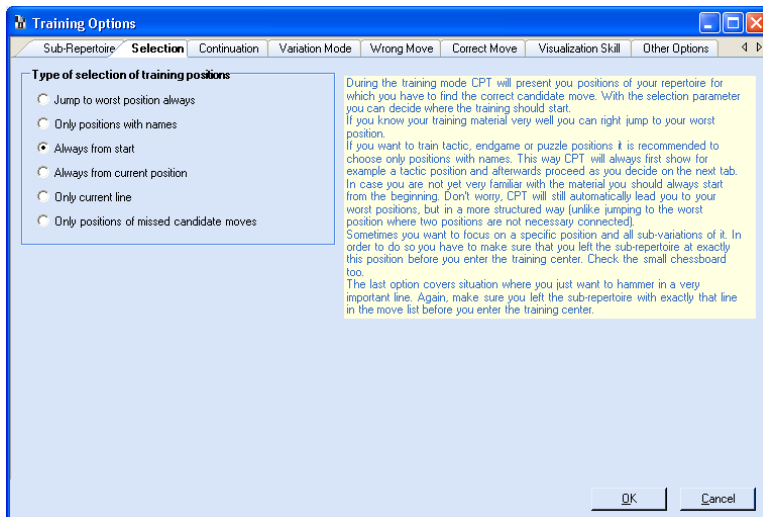
Type of selection of training positions

That's first parameter which you have to choose. It will determine the general framework of the training mode and the positions which are considered.

- *Jump to worst position always*: Really any position of your sub-repertoire will be considered for the training mode.

- *Only positions with names*: The perfect choice if you want to study key positions. Only positions which have a label are considered.

- *Always from start*: You will always start from the beginning. This makes only sense in the combination with the option *Whole variation* (s. below).

- *Always from current position*: In this case you will always start from the current sub-repertoire position your training session. The current position is the one which you checked last in the main window. Again, this makes only sense in combination with the option *Whole variation* (s. below).

- *Only current line*: A very helpful training mode if you only want to train the line which you just played through (the moves of your move list). In this way you can really focus on critical lines.

- *Only positions of missed candidate moves:* This option let you train exactly only those positions which have been marked previously described under *4.6.1.3 Mark Positions of Missed Moves*. A very efficient way to quickly study those positions which you missed during the last blitz session for example.

Continuation

After you have selected the type of positions you want to train, you have now to decide whether you want to train these positions randomly or if you want to play after each presented position the rest of the whole line too. Think about how flexible this option makes the training mode in combination with the option before.

You could train just any (actually worst) position , but after the program shows you one you want to play the whole line (from the current position on). At the end of the line it will pick up again just any (actually worst) position based on your updated training scores and you will play this line till the end and so on.

If you know your repertoire pretty well you might go for the hardcore variation: Any position with a random sequence. That's shuffling at it's best. Before you ask: A future version might extend this idea by doing the shuffle over all sub-repertoires at the same time.

Note: Playing a whole variation is implemented in a quite smart way. After you make a move the program will choose for the opponent the candidate move (if more than one exists) which leads to the position with the worst training score. Hence, again you are focussing on your weaknesses! If there are two worst positions it will pick the move which has the oldest training date.

We are not at the end of the training mode yet! If you decide to play always the rest of the line which is presented you can even choose to be asked to play this line over and over again till you played it without making any mistake for as many times as you say. You will learn your lines as fast as never before.

There exist many more options which let CPT train you in your repertoire the way YOU want.

If you are not overwhelmed by the options yet and can dream of a training mode which is not covered by the options, please don't hesitate to send me an email right away to: stefan.renzewitz@chesspositiontrainer.com

4.5.5 Close Training

This will close the training-center and brings you back to the normal input mode of CPT. The repertoire scores will be updated.

4.6 Extras

4.6.1 My games

That's probably one of the most powerful features which CPT offers. The typical situation: You play several games over the internet or at a tournament. How can you find out what went wrong? Yes, you can use a chess engine let it analyse it and finally let it show you what it would have played different. But if you entered already your whole repertoire, I bet you would like to know where you or your opponent played a so called "novelty". That is, a move not covered by your repertoire. Your chess engine will show you moves which it questions and you played absolutely by intention, because they are part of your repertoire. Of course, from time to time you have to check your lines again, but more straight forward is a different approach which CPT follows.

4.6.1.1 Show Novelties

With CPT you can choose a PGN file which contains your played games (it doesn't matter whether the source is ICC, playchess or what ever). Once you determined this file and entered your name you can just click on *Show Novelties* (otherwise the program will ask you to enter this information). A new window will open showing you all games of the PGN file.

It will show you only those games which match your entered name in a list with some further information. If you click on any game the program will show you immediately the novelty played in this game. At the same time it will show the last position of your sub-repertoire before the novelty is played in the main window.

The magic happens in the background. CPT checks all sub-repertoires and finds the one which covers the game the best automatically. While it is checking the game it saves the information where you or your opponent didn't play a candidate move for any position. In the case of your opponent he has only to play any candidate move for a specific position, but in your case you always have to play the first ranked one. The first deviation will be shown.

So the meaning of a novelty is different depending on who deviated first. If your opponent deviated first it simple means that you didn't consider this move yet. Maybe, because it's obviously a bad one or you really didn't expect it. On the other hand, if you didn't play a candidate move you made a mistake, according to the candidate concept and the repertoire which you entered. There is one exception: there is no candidate move at all for example because it's move number 20 or so and you are not interested in covering the variation for that long.

Play around with this feature and you will soon realize that you are no longer throwing away useful information for example from internet blitz games, because you are too lazy to check the last 20 games manually.

A last note: You can check all games from which you want to mark the novelty position in your repertoire as "ToDo". Just check the game in the game list and then click on "Accept" in the toolbar. Later you can jump to all positions which are marked as "ToDo".

4.6.1.2   Update Training Scores

The idea behind this feature is similar to the concept described before. In this case you will update your sub-repertoires training scores depending on the moves you played. Again the program finds out which sub-repertoire fits the game the best and will increase the training score for each position where you played the candidate move and decrease where you played not the candidate move. It's like CPT was watching your games in training mode.

In case you make some tests between the novelty and the update function and wonder if the results are consistent, here are some additional information:

The novelty mode shows you where you or your opponent played a move not covered by your repertoire. However, it is of course possible that after some moves you transpose back to a position of your repertoire. While the novelty mode ignores this fact the update mode will check all positions!

Another point: CPT only accepts your first ranked candidate move or moves marked as "best move" in the candidate move window (just click on the first column to mark or unmark a move as "best move"). If you played a candidate move which is your second choice, but not marked as "best move" CPT considers the move as wrong for this function!

Another point: The update mode only cares for your moves, the novelty mode checks both sides. Thus only positions are affected where you have been the first player who deviated from your repertoire.

4.6.1.3   Mark Positions of Missed Moves

This is a very useful function in conjunction with the training centre and the possibility to jump to positions of certain types. When you call this function CPT will automatically mark each position as "Missed Candidate Move" where you have been the first one who deviated from your repertoire. As mentioned before only first ranked and "best moves" are considered to be correct.

Additionally to marking these positions CPT will also add a comment.
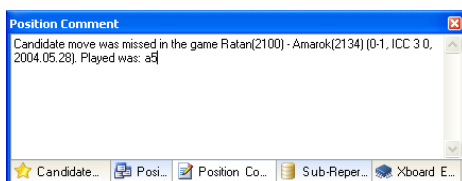
This will make it very easy to check those positions where you missed your preferred candidate move as you can jump to positions of the type "missed candidate move" (check the submenu "position") and you can see in which game you missed the move and what you actually played instead of the correct move.

But there is more to say about this function. There is a specific training parameter which let you train only those positions where you missed your preferred candidate move. It can't get easier than that to really focus on your weaknesses!

4.6.1.4   Move Games to Archive

Finally you probably don't want to update your training scores based on the same games over and over again. Therefore you have the option to move all checked games with one click into an archive file.

4.6.2   Options

CPT offers many options to configure CPT the way you like. We are going to have a look at each tab of the option panel.

PGN (Watch File etc.)
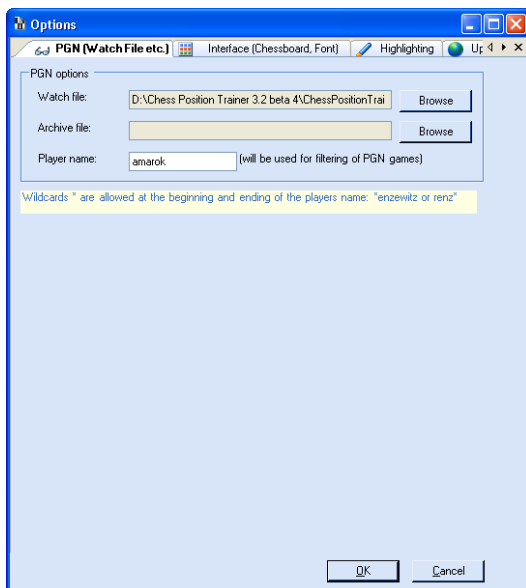
The *Watch file* is used for all functions belonging to "*Extras/My Games/…*". Check these sections for further details.

The *Archive File* is used for *Extras/My Games/Move Games to Archive*. Please see the corresponding section.

The *Player Name* is also used in the same context mentioned above. It will filter all games by this name (no matter whether Black or White matches the name). You can use a wildcard represented by the symbol "*".

Note to ICC players: If you want to log your ICC games automatically in one PGN file and you use BlitzIn 2 you have to check the menu item *Game/Log my Games*. It will automatically save your games in the BlitzIn 2 folder with the name 'handle.pgn'. Afterwards you set your watch file to exactly this destination!

For further information check this page: http://www.chessclub.com/helpcenter/b2primer/menu.html#game

Interface (Chessboard, Font)
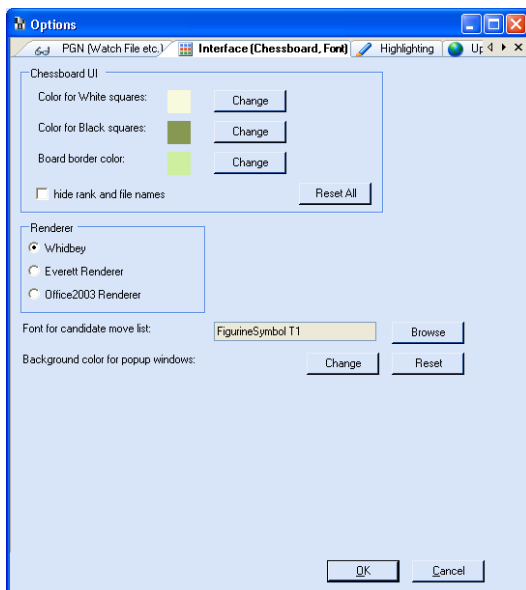
You can change the colours for the chessboard as you like. Play a little bit around with the colours to find your perfect settings.

Next you can change the rendering style to change the overall appearance of CPT.

Usually CPT is using the Figurine font whenever it makes sense (e.g. candidate move list, position tree), but if you prefer to use a different font or size you can change it here.

In case you are using Windows 98 you might encounter a background colour problem. In this case you can use the specific setting provided here.

Highlighting
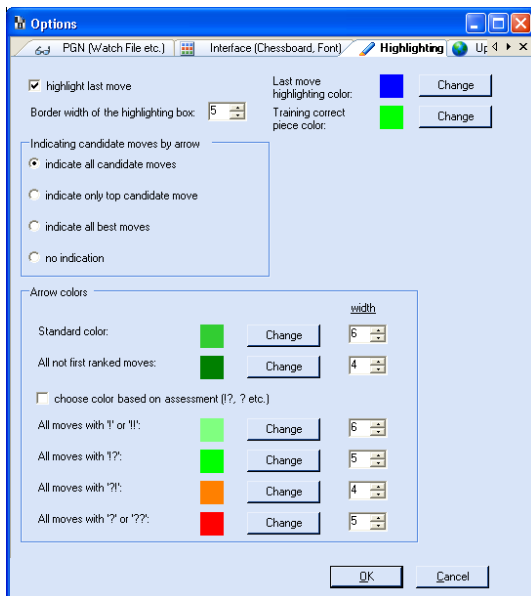
Here you have totally control of some quite useful features. CPT can auto-highlight certain type of moves to make it easier for you to navigate through your repertoire. You can precisely decide which moves you want to let CPT auto-highlight, which colours to use for this and what width the used arrows should have. Play a little bit around with it to get a better feeling for these very helpful options.
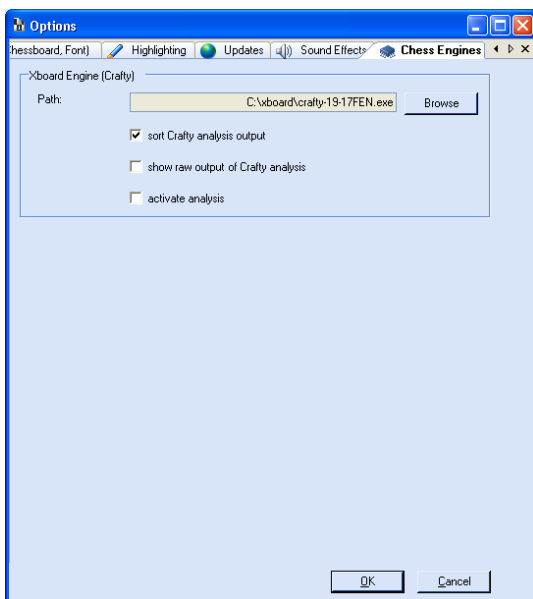
Updates
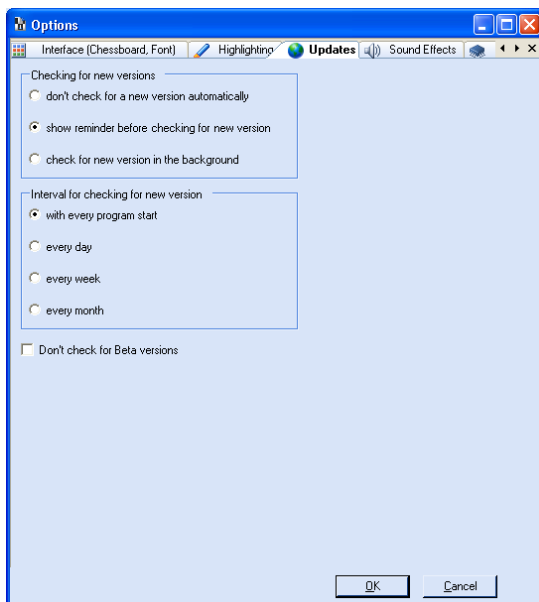
CPT can auto-check for new version of CPT. Here you control the frequency for the update check as well as whether the check should include beta versions or not.

Sound
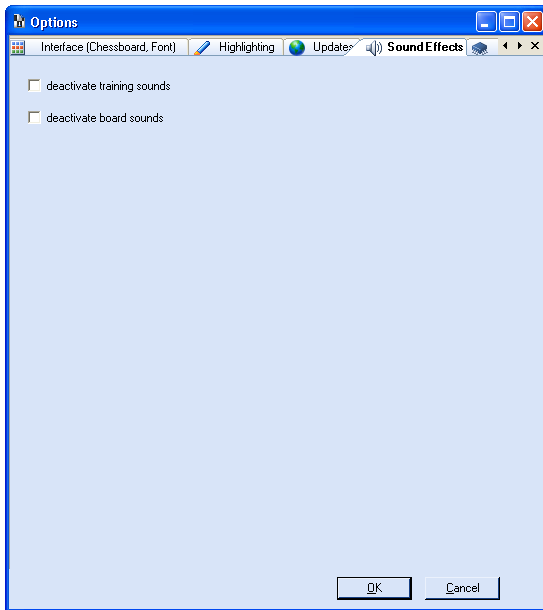
The program is using sound for normal move navigation in the main program as well as for training. If you don't like to have any sound played you can turn it off here.

Chess Engine

The last tab let you assign a chess engine. You can get for example Crafty for free at many places including the home page of CPT. You can change the way engine output is displayed and you can activate the engine here. Once activated CPT will always use the engine to analysis the current position. You can deactivated and re-activate the engine easily by using the proper submenu item or toolbar item. While the engine is active you might experience some slowdown depending on your system.

4.6.3 Xboard Engine

By clicking on this submenu item you are activating the assigned xboard engine (e.g. Crafty). If no engine has been assigned yet you are prompted to do so. There is one window only dedicated to the output of the engine's analysis. You can configure the engine (output) in the options.

Crafty and Spike can be found for example on www.chesspositiontrainer.com and downloaded for free.

4.6.4 Data Integrity Check

You need to use this function if you are trying to use a repertoire based on an older version of CPT.

4.6.5 Reset Layout

In case you want to get back the factory settings you have to choose this menu item. Afterwards you need to immediately exit CPT and start it again or you will have no effect.

There is another way in case you removed the menu bar and thus can't access this function anymore. Exit CPT and delete the files "ini.xmi" and "ini.xsi" in your application folder. Start CPT again.

4.6.6 Language

Currently English and German are supported. After you changed the language you have to close the program and open it again to let the changes take effect.

4.7 Help
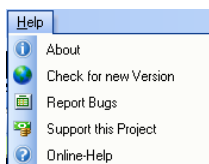
Here you can find out more about CPT, support this freeware project, read the online-help or check for the latest version of CPT. If you encounter any problems with CPT or you would like to see a new feature in the next version please feel free to send an e-mail to support: stefan.renzewitz@chesspositiontrainer.com

5   Windows Description
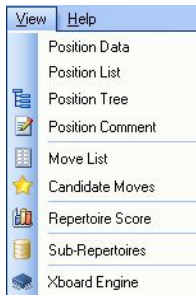
Chess Position Trainer allows you to arrange you all windows as you like and in case you closed a window by accident you can use re-open it with these menu-items.

5.1   Position Data
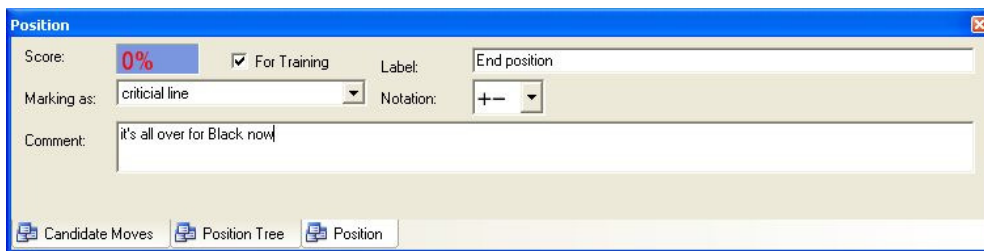
The position window let you add assessments and a label. All positions with a label are displayed in the position list (s. next section). Beside that you can mark positions to get back to them quickly (check the menu **position**). For example if you haven't enter a line completely you can mark it as "not complete yet". Later you can use **Position/Goto next/ToDo** to get back quickly to this position.

5.2   Position List

Positions for which you entered a label are shown in this list. You can simple click on an entry to jump to that position.

5.3   Position Tree
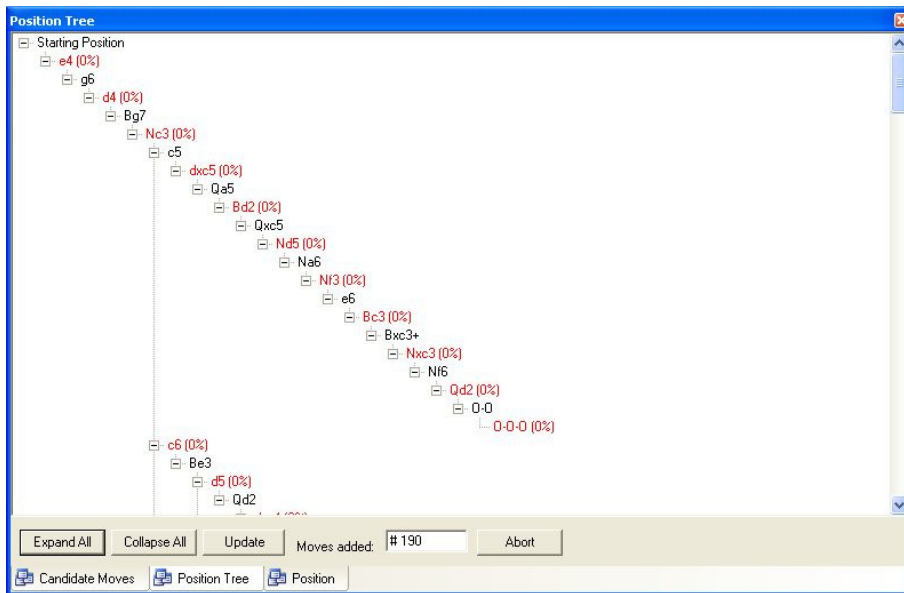
The position tree list is just another way to navigate through your repertoire. It's a database heavy action and will only run if you click on **Update**. While it's calculating the tree you can continue to do other things, but you can also start to expand the nodes manually. Each node where it is your candidate move a color and a percentage rate reflects your score for that position, i.e. how good you know this candidate move for the corresponding position. Black moves indicate that it is a move of the opposite color. If you click on any move you will jump to it in the main window.

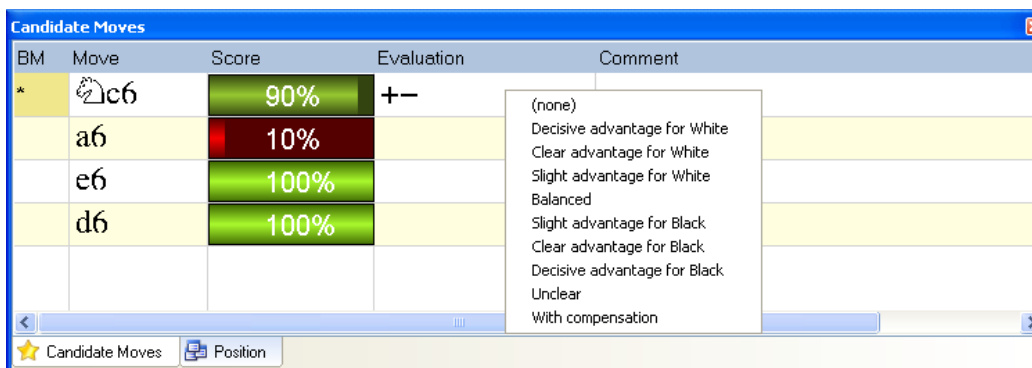## 5.4   Position Comment
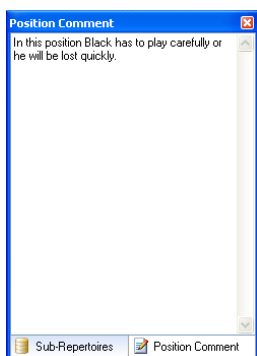
You can enter comments for each position.

5.5 Move List
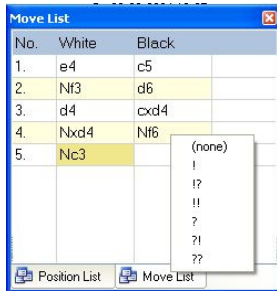
Clicking on an entry in the move list will bring you to the corresponding position. You can edit the assessment for a move easily within the move list window. The move list is automatically updated while you navigate through your repertoire.

5.6 Candidate Moves List

If you right click on a candidate move you get a context menu which let you easily make an assessment, delete the move or change the order of the candidate moves. If you doubleclick on the item in the comment column you can edit a comment for this move.

If you wondered about the bars for each candidate move: They show you the training score for the upcoming position if you make choose this candidate move. This will help you to get to your worst positions more easily.

5.7   Repertoire Score

The repertoire knowledge reflects the average training score of all positions where you have to move and a candidate move exists. The position score reflects your score of the last 10 times during the training mode. Thus it has steps of 10% for each correct or incorrect answer.

5.8   Sub-Repertoire List
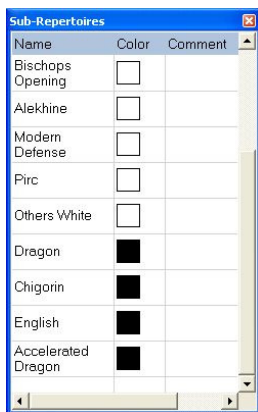
The sub-repertoire list shows you all sub-repertoires of your repertoire. You can click on a sub-repertoire to activate it in the main window. This way you can re-open sub-repertoires which you previously closed.

5.9   Xboard Engine
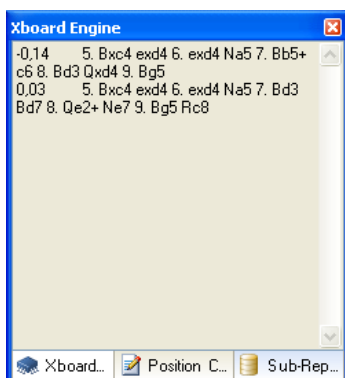
If engine analysis is activated you can see here the current lines which the engine already calculated.

6   Tips for the interface

Make sure that you really take advantage of the flexible interface which CPT offers. You can drag&drop almost any window like you wish. You can have floating windows, docking windows or collapse a window (and of course you can close it). At the end CPT will automatically save the layout for the next session. As one screen-shot says more than thousand words:
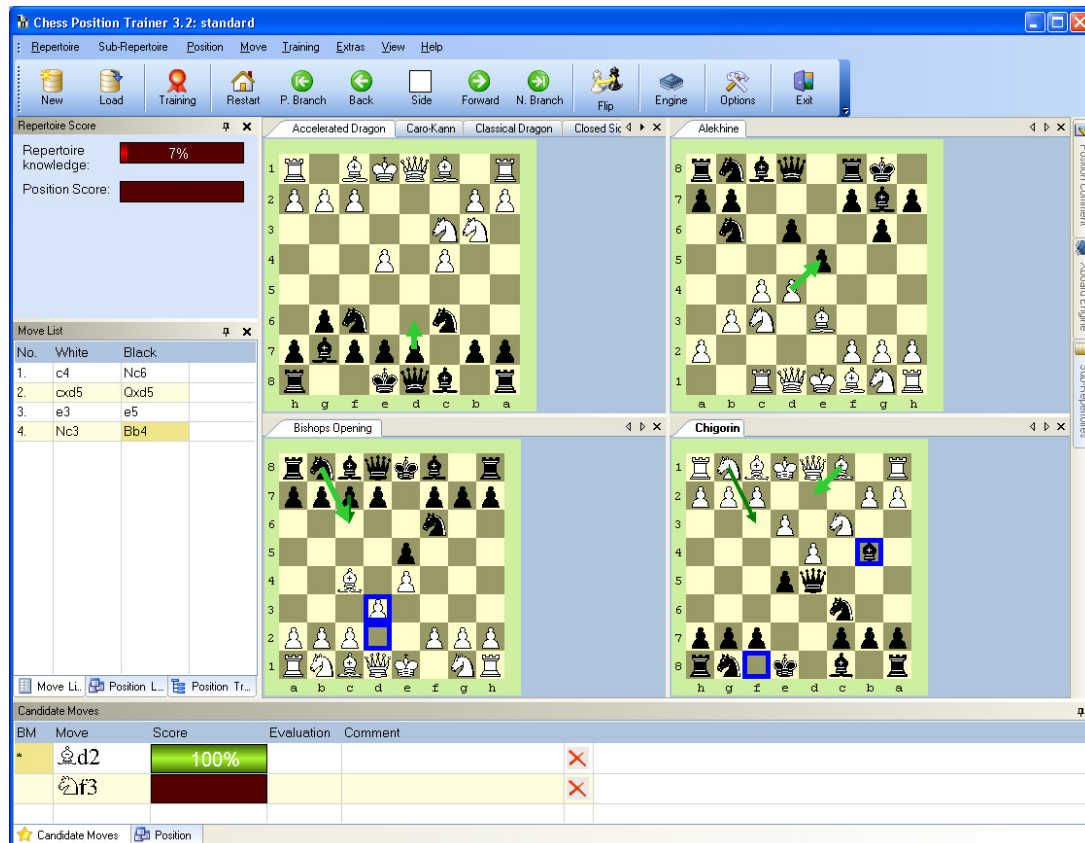
7 Shortcuts

Check the menus and their short cuts. Some of the most typical shortcuts are **F1** and **F2** to get quickly to the previous/next branch. You also don't want to miss the arrows on your keyboard which let you navigate through your repertoire and candidate moves. Up and down will help you to choose between the candidate moves for one position while the right and left arrow let you move forwards or backwards.

An especially useful shortcut is the shift-key while entering a move. If you keep pressed the shift-key while you are making a move CPT won't navigate to the next position, but will just add the move (and corresponding position) to your sub-repertoire as well as to your candidate move list. A very efficient method to quickly enter all reasonable candidate moves for a position.

Ein besonders nützliches Tastatur-Kürzel ist die Umstelltaste während der Zugeingabe. Halten Sie die Umstelltaste gedrückt, während Sie einen Zug ziehen und CPT wird nicht zur nächsten Stellung direkt gehen, sondern nur den Zug (sowie die entstehende Stellung) Ihrem Sub-Repertoire bzw. der Kandidatenliste hinzufügen.

It's not important to know all shortcuts, but some will certainly make CPT even more efficient for you to use!

8 Credits

This project would never have been possible without **Gregory Prentice**. He is the guy who is in charge of the chess board itself (navigation, validation, editing etc.), the general PGN import and chess engine support. So he did a lot of "background" work which enabled me to implement the features which I had in mind on top of it. Checkout his homepage: http://www.cafechess.org

The most important person for this project was my girlfriend. Her patient and understanding that I'm not only playing chess a lot, but now even worse develop a chess tool gave me the energy to create this tool!

I have to thank several developers of controls which have been used without charge in Chess Position Trainer. Without them this program would never look as professional as it does and it would have taken much more time to develop it.

-   Tim Dawson is the man who developed some of the best user-controls I ever used in my projects: All the windows dockings and menu stuff are based on his brilliant components.

    SandBar Copyright (c) 2004 by Tim Dawson, http://www.divil.co.uk/net/

    SandDock Copyright (c) 2004 by Tim Dawson, http://www.divil.co.uk/net/

The next very important control for Chess Position Trainer is without any doubt the list view:

- Glacial Listview - Copyright Glacial Components Software 2004, http://www.glacialcomponents.com

Last, but not least:

- ColorProgressBar - (c) 2004 by Alan Zhao & 'SeveredCross'