

CA 7.1. What's new

Improvements

○ **New “Fixing incorrect moves” mode.** Sometimes, when you replace a move in a game the subsequent moves can become incorrect. The previous CA versions cut the rest of the variation after incorrect move. CA 7.1 opens a new window with highlighted incorrect moves allowing you to fix them by entering the proper moves. This mode is entered automatically after you replace a move in a game (or start position) and choosing “Insert and check moves” in case if wrong moves appear farther in the game. You can either change wrong moves or cancel the move that was entered.

[...] 1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.O-O ♗e7 6.♞a1 b5 7.♗b3 d6 8.c3 O-O 9.h3 ♘a5 10.♗c2 c5 11.d4 ♞c7 12.♘bd2 cxd4 13.cxd4 ♘c6 14.♘b3 a5 15.♗e3 a4 16.♘bd2 ♗d7 17.♞c1 ♞b7 18.♞e2 a3 19.bxa3 ♞xa3 20.♗b3 ♘a5 21.dxe5 ♘b3 22.axb3 ♘xe4 23.exd6 ♗d8 24.♘xe4 ♞xe4 25.♗c5 ♞xe2 26.♞xe2 ♞a8 27.♘e5 ♞e8 28.♞ce1 ♗f5 29.d7 ♞e6 30.g4 f6 31.gxf5 ♞xe5 32.♞xe5 fxe5 33.♞xe5 ♘f7 34.♞e8



Move 20. Bb3 was changed to 20.dxe5 and “fixing” mode opened.

○ **Statistics mode is improved.** With CA7.1 it is possible to sort information in the statistics table using any of the column values. Just click the header of the column. You can also hide some rows in the table. It is useful when you collect statistics for your games by white and black fields and don't want to see statistics of your opponents the same time.

Statistics for 239 games from the base HugeBase

White	ECO	Quantity	Results 1	Results 2 ▲	Results 3
Morphy Paul	C51	36	+32=2-2	33/36	91%
Morphy Paul	C52	17	+15=1-1	15.5/17	91%
Morphy Paul	C41	18	+12=4-2	14/18	77%
Morphy Paul	C39	11	+9=0-2	9/11	81%
Morphy Paul	C30	11	+8=2-1	9/11	81%
Morphy Paul	C50	8	+7=0-1	7/8	87%
Morphy Paul	C33	9	+7=0-2	7/9	77%
Morphy Paul...	C44	8	+5=2-1	6/8	75%
Morphy Paul	C53	7	+6=1-0	6.5/7	92%
Morphy Paul	C42	10	+4=4-2	6/10	60%
Morphy Paul	C58	5	+5=0-0	5/5	100%
Morphy Paul	C65	5	+5=0-0	5/5	100%
Morphy Paul	C55	5	+5=0-0	5/5	100%
Morphy Paul	B44	6	+4=1-1	4.5/6	75%
Morphy Paul	C00	4	+4=0-0	4/4	100%

Sum of selected items:

Show quantity as:

Rows are sorted by Result2 (number of points) column.

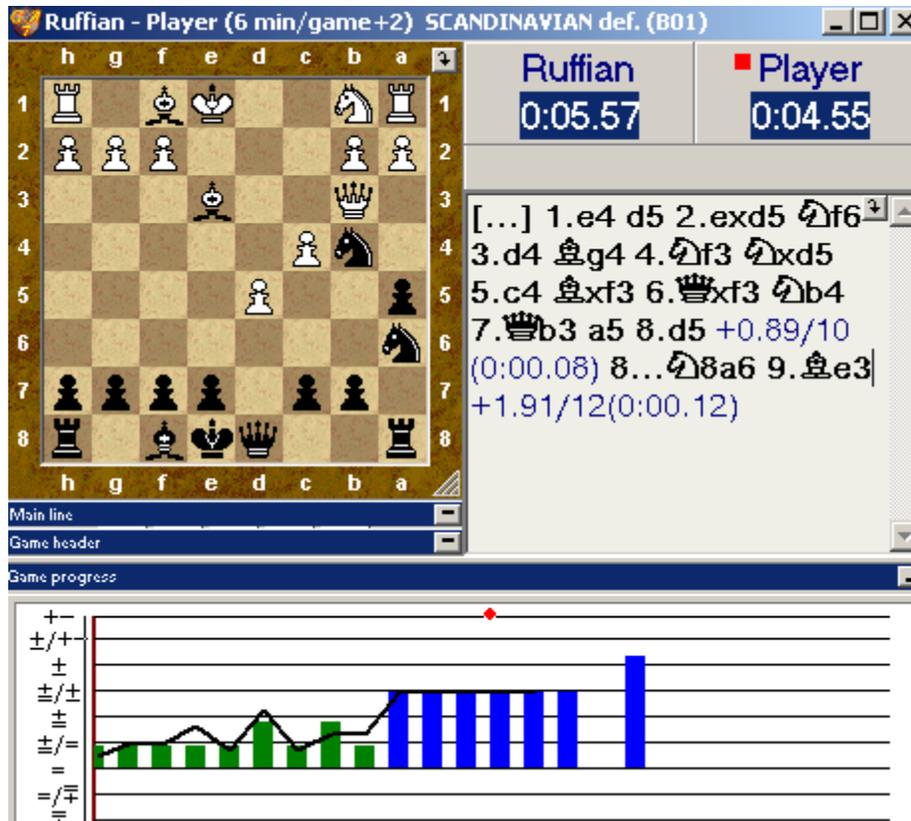
Sum of selected items:

Show quantity as:

- Show all items
- Show selected items only
- Select items with same value of column "White"
- Select items with same value of column "ECO"
- Select items with same value of column "Quantity"
- Select items with same value of column "Results 1"
- Select items with same value of column "Results 2"
- Select items with same value of column "Results 3"

Selection of rows to display.

- **During your game against engine you can see game progress.** CA7 allowed this only in View mode. Now you can see graph with CAP and engine evaluations as well as place of novelty just after entering a move. So you can quickly see where you made a mistake.



According to graph 4.Nf3, 5...Bf3 and 9...Bf3 were not good. 7...a5 is novelty

- **Quality of game analysis is better.** There are now 6 categories (instead of 5 categories in CA7.0) for classifying moves that deserve annotation. See settings in Engine\Game analysis\Comment game using tree).

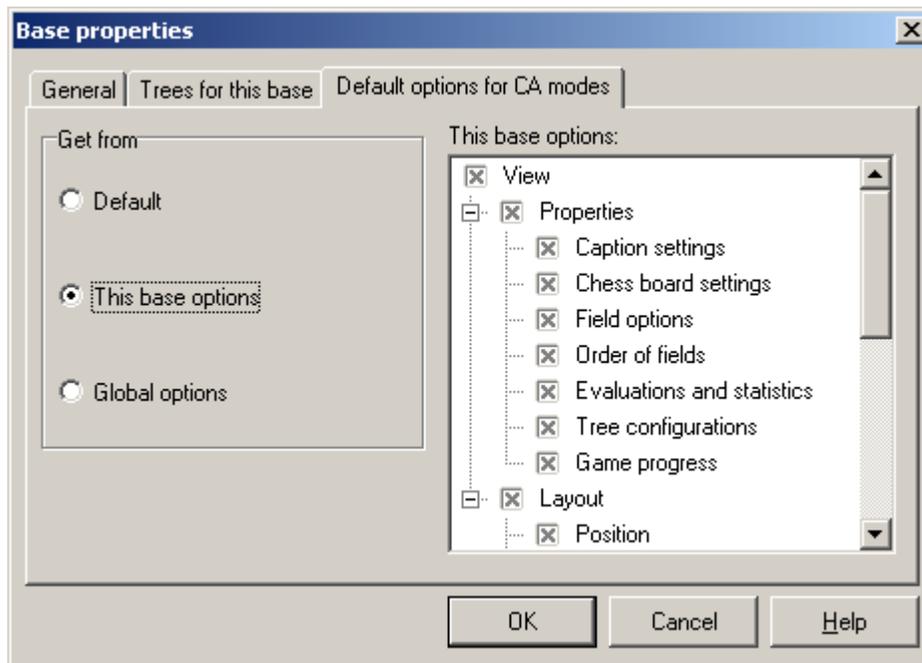
Adjust commenting				
Evaluate game moves as	>=	<	Main branch	Variations
<input checked="" type="checkbox"/> Strong move (!)	-320	-0.5	!	?
<input checked="" type="checkbox"/> Good move	-0.5	-0.3	!?	?!
<input checked="" type="checkbox"/> Satisfactory, but probably not best	0.1	0.3	!?	!?
<input checked="" type="checkbox"/> Dubious (?!)	0.3	0.5	?!	!?
<input checked="" type="checkbox"/> Blunder (?)	0.5	1.5	?	!
<input checked="" type="checkbox"/> Decisive blunder (??)	1.5	320	??	!

Adjusting evaluations and commenting signs dialog

- **It is possible to store current window position, size of the board, order of header fields and other properties for every database separately.** See “Save layout” in local menu and Base\Properties\Default options for CA modes.

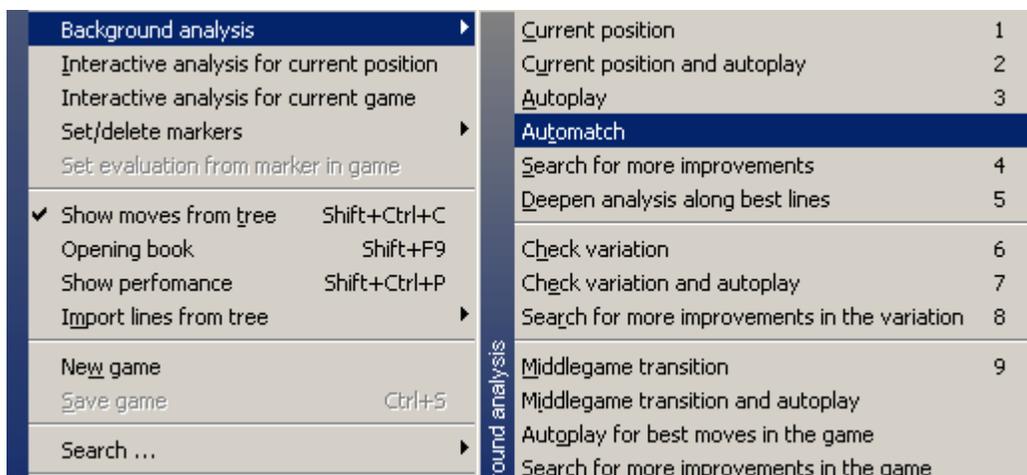


Save layout command in View and List local menu

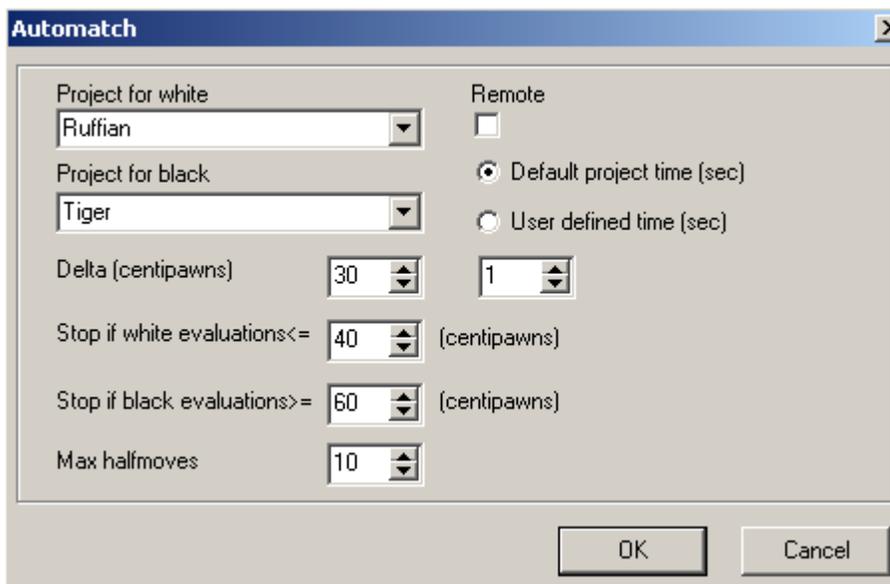


Page in Base properties allows specifying what settings should be used for opening games and lists in the database

- **BGA: New type of analysis AutoMatch is now present.** It allows playing lines with help of 2 engines. You specify what engine is used for white side and what engine is used for black side. Operation is useful when two engines give strongly different evaluations for some positions.



New Automatch command for Background analysis



Suppose that Ruffian evaluates some position as +1.00 and Tiger evaluates this position as +0.1. To eliminate this contradiction we can call Automatch analysis. Ruffian will analyze positions with white side to move. Tiger will analyze positions with black side to move. Match will lasts not more than 10 halfmoves. Analysis can be stopped earlier if Delta of evaluations will drop from initial 0.9 down to 0.3, or white (Ruffian) evaluation will drop down to +0.4, or black (Tiger) evaluation will rise up to +0.6.

- **It is possible to view Nalimov tablebases as a tree.** I.e. you can see how many good and bad moves there are in some positions. To link tablebases to a tree panel provide the name EndgameTB instead of the real tree name in Edit Tree configurations window. Provide path to tablebases directory before EndgameTB name.

EndgameTB is special name that allows linking Tablebases to Tree. (Press Shift-Ctrl-F7 to configure tree panel).

The screenshot shows a chess engine interface. On the left is a chessboard with a white king on g8 and black pawns on e5, f5, and g5. A red box highlights the white king on g8. To the right of the board is a text window containing a game record:

White's king is a long way from the pawns, but nevertheless he succeeds in coordinating the actions of his pieces and in drawing the game.
 [...] 1. ♖g7
 [1. ♖h7 is also possible, but bad is;
 1. ♜c5 g4 2. ♖g7 g3 3. ♖h6 ♖g4!
 4. ♖g6 e4 5. ♖f6 ♖f3 6. ♖g5 e3 7. ♖h4 g2-+]
 1...g4 2. ♖h6! g3 3. ♖h5! g2 4. ♜c5 ♖f4
 5. ♖h4 ♖f3 6. ♖h3 e4 7. ♖h2=

Below the text window is a table of moves with columns: Move, Q-ty, %, CAP, BGA, TB, and Ar. The table lists various moves and their TB values:

Move	Q-ty	%	CAP	BGA	TB	Ar
1. ♖h7	0				+0.00	
1. ♖g7	0				+0.00	
1. ♜h6	0				-300.0	
1. ♖f7	0				-300.0	
1. ♖h8	0				-300.0	
1. ♜g7	0				-300.0	
1. ♜d6	0				-300.0	
1. ♜e7	0				-300.0	
1. ♜c5	0				-300.0	
1. ♜a3	0				-300.0	

At the bottom of the interface, there is a 'Main line' section with navigation buttons and a 'Game header' section with fields for White (Averbakh), Black, and Result (=).

TB column shows that all moves except two are bad for white

○ **Move of the engine and move in the game can be highlighted on the board simultaneously.** Instead of “Hint with arrows” check box in Engines setup dialog (Alt-F11 key or Engines\Engine setup) there is drop-down list box with 4 variations:

“None” doesn’t show any additional arrows on the board

“Preferable move” option shows with arrow on the board the first move of the variation proposed by engine

“Two first moves” option shows with arrows two first moves of the variation proposed by engine. It is adequate to ticking “Hint with arrows” checkbox in CA6/CA7 versions.

“Preferable and game” option shows with arrows the first move of the variation proposed by engine and actual move in the game.

The screenshot displays a chess software interface. On the left is a chessboard with files a-h and ranks 1-8. A blue arrow points to the square a8, and a red box highlights squares b8, c8, and d8. The main window shows a list of moves in algebraic notation, with the move 17...♖ab8 highlighted in blue. Below the board is a 'Game header' table with the following data:

Header	Engine	Comments
White	*Kasparov(GM)	
Black	*Deep_Junior(C)	
Result	1:0	
ECD	D45	
Date	26. 1.2003	

You can see move proposed by engine highlighted with blue arrow and move in the game highlighted with red squares when “Preferable and game” option is selected.

- In CA 7.1 you can highlight with red arrow on the board moves marked with ! sign in the game and highlight with blue arrow moves marked with ? sign. (CA 6, CA7 allowed only to highlight with arrows preferable moves from the tree.) Use View mode\This window’s properties\Evaluations and statistics panel\ Good and bad moves

[...] 1.d4 d5 2.c4 c6 3.♖c3 ♕f6 4.e3 e6
5.♗f3 ♖bd7 6.♙c2 ♗d6 7.g4 dxc4
8.♗xc4 b6 9.e4 e5 10.g5 ♕h5 11.♗e3
O-O 12.O-O-O ♙c7|13.d5!
[13.♗e2?]
13...b5 14.dxc6 bxc4 15.♕b5 ♙xc6 16.
♗xd6 ♗b7 17.♙c3 ♗ae8 18.♗xe8 ♗xe8
19.♗he1 ♙b5 20.♗d2 ♗c8 21.♗b1 ♗f8
22.♗a1 ♗g6 23.♗c1 ♗a6 24.b3 cxb3
25.♙xb3 ♗a8 26.♙xb5 ♗xb5 27.♗c7

Move	Q-ty	%	CAP
13 ♗b1	1	100%	+0.15
13 ♗e2	1	50%	-0.15
Other moves			
13 d5	0		+0.18
Total	2	75%	

Header | Comments |

White	*Kasparov(GM)
Black	*Deep_Junior(C)
Result	1:0
ECD	045
Date	26. 1.2003

Good move with ! comment is highlighted with red arrow and bad move is highlighted with blue arrow.

Minor improvements

- Help system is improved.
- Operation Advanced\Full Analysis that was presented in CA6 but was excluded from CA7. It is added to CA7.1 again.
- The operation of test mode has changed, CA7.0 searched for exact matching of specified strings in the comments. Now when you select ! and !! CA7.1 searches for any comment that contains ! or !! except the cases of ?! string. When you select ? and ?? CA7.1 searches for any comment that contains ? or ?? except the cases of !? string
- Small timeout for analysis of two sequential positions in infinite analysis mode appeared. It allows to avoid the problem of sending a large number of positions to analyze when moving to position in another part of the game is doing by holding the key right (left) key.
- ICC Kibitz command has more clear output now.
- New operation View\Import lines\Critical lines into game appeared. This operation is intended for those who widely uses BGA analysis and stores evaluations and moves in the tree. You can insert lines from the tree to the game with a lot of possibilities including comparing new evaluations with previous ones. To use this feature effectively,

you must also make sure you update the BGA tree, using the BGA script in the tree/script menu.

Errors fixed

- DGT board works without problems in CA 7.1.
- Join bases allows multiple selections now in Open dialogue.
- Option “Link to games in classifier” now deletes link to folder from header when game is deleted from the folder.
- CA7.0 had the problem of blinking display in ICC seek graph. The problem was fixed in following builds. But new problem appeared. In some computer configurations CPU usage was high after connection to ICC. Build 712 resolved all these problems.
- A lot of other minor changes and fixes.