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1. Registration in our Playing Zone

1.1. Installation of the Client program

To start playing, do the following:

- 1) download the software from our Web-page



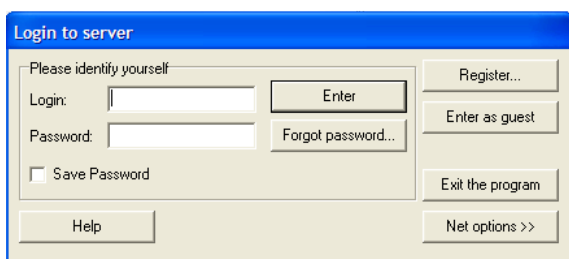
- 2) Run the downloaded file to install the program. Double-click this icon to start installation



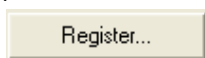
- 3) The ChessOk Playing Zone icon appears on your desktop. Double-click it to run the program.

1.2. Registration

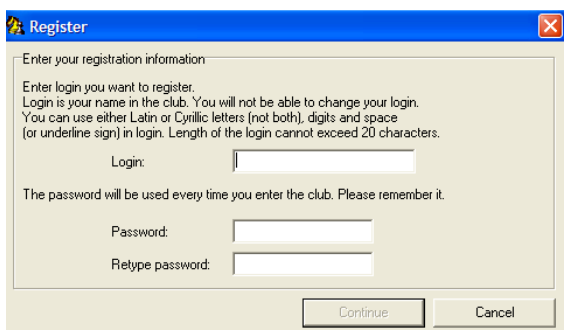
When starting the program, the *Login to server* dialog appears

A dialog box titled "Login to server". It contains a "Please identify yourself" section with "Login:" and "Password:" labels, each followed by a text input field. There are "Enter" and "Forgot password..." buttons next to the password field. To the right, there are buttons for "Register...", "Enter as guest", "Exit the program", and "Net options >>". At the bottom left, there is a "Help" button and a checkbox labeled "Save Password".

If you start the program for the first time, you it is recommended to register to get your login and password; entrance as a Guest, without registration, is also available. Click the **Register**



button to register a new user. You will see the following dialog

A dialog box titled "Register". It contains the text "Enter your registration information:" followed by instructions: "Enter login you want to register. Login is your name in the club. You will not be able to change your login. You can use either Latin or Cyrillic letters (not both), digits and space (or underline sign) in login. Length of the login cannot exceed 20 characters." Below this is a "Login:" label and a text input field. Then, it says "The password will be used every time you enter the club. Please remember it." followed by "Password:" and "Retype password:" labels, each with a text input field. At the bottom are "Continue" and "Cancel" buttons.

Enter login and password. You will not be able to change login, but the password can be changed later.

Click the **Continue** button.



In the next dialog, **Fill in your personal information**, you should compulsory fill in the fields with red headers. Other fields are not obligatory, for successful registration only your surname and valid email address are essential.

Fill in your personal information

General information:
Please specify your REAL name. If you don't want your name to be visible by others, check "Do not show my name" option.

First name*: Birth date (day/month/year)*: / /

Second name: ☐ Do not show my birth date to everybody

Last name*: Country*:

Gender*: City*:

☐ Do not show my name to everybody ☐ Do not show my address to everybody

Titles:
Your chess title*: (not specified)
FIDE rating*: 1600
☐ Do not show my titles

Using computer:
If you use help of chess program you should report about it
☐ I use chess program
note: this can't be unchecked

Contacts:
Your private e-mail address will not be shown to anybody. It may be used by administration for important notices only. The address MUST be valid.
Private e-mail address*:

Your public e-mail address will be shown to all participants. You may leave this field blank.
Public e-mail address:

Additional:
Chess club:
Hobbies:
More:

Fields marked with asterisk (*) are mandatory.

OK Cancel

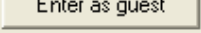
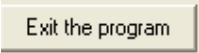
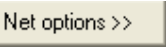
After that press *OK* and you will see the message about the successful registration.


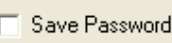
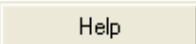


1.3.Connection

After the successful registration or when you run the program next time, you will see the *Login to server* dialog.

Enter your login and password, click *Login* and you will enter the Game Zone.

- Using the **Enter as guest**  button you can enter the Game Zone as a guest. But there are a lot of features that you won't be able to access as a guest, e.g. take part in rated games. We advice to use the Guest account only for first acquaintance with our Playing Zone
- The **Exit the program**  button does what it says, it closes the program
- Net options**  button opens the dialog where you can fill in the IP-address of the server, port number, and setup the proxy-server connection Note, that these settings should be changed only if it is recommended by your provider technical support, otherwise you may not be able to connect to the server.

- **Forgot password**  button is used to restore your password. When you click it, the new password will be sent to your e-mail
- **Save password**  button saves password will stop asking it when you enter the ChessOk Playing Zone in the future. Remember that it neither stores the password in any file, nor helps YOU remember password.
- **Help**  button is used to view this manual.

After the registration you will be able to take part in most of the club events. You can play in the tournaments (including the ones with prizes), simultaneous displays with grandmasters, and watch lectures of the leading chess players online. You can play games with different time controls and also get information about the tournaments, games, competitions and lectures. We are glad to see you in the ChessOk Club!

2. Quick start

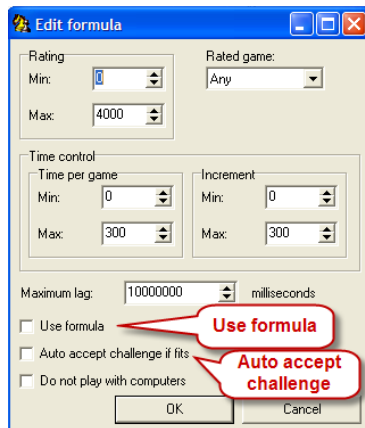
This section has the description of the most popular and important functions of the ChessOk Playing Zone – playing by web with other chess players, that is, create challenges and accept them. So, it has nothing to do with the general software structure, but here you can find the detailed instructions for these actions.

2.1. Starting with ChessOk Playing Zone

After you have entered the program, both as a registered user and as a guest, you will see the *Start Up* window

You can do the following actions here

- **Seek** – sends the general invitation to play a game with standard parameters (blitz 5-0)
- **Seek properties** – opens the window with general invitation settings
- **Formula** – opens the formula settings window
- **Entrance** – you enter the game zone.



You can edit conditions of the games being accepted, e.g. rating or time control. It will work if you tick [] **Use Formula**. If you tick [] **Auto accept challenge when fits**, any game with fitting parameters will be accepted. Also, you can deny playing with computers by checking the corresponding option.

If you untick the **Show this window at startup**, the next time it will enter the Game Zone automatically, without showing this dialog. To recheck it, use **Options-Interface** and tick [] **Show startup window** checkbox.


2.2. Challenge list, general information

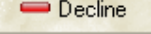


To start playing you should either accept challenge (and it will appear in the **Challenge** window) or seek yourself. Also you can get addressed challenge from another player; in this case you will see red highlighted line in the **Challenge** window with all player data. Seeks (challenges for everyone) are highlighted yellow, addressed to you – red.

Don't forget to click **Track Challenges** to update the list instantly!

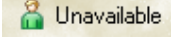


Double click the line with the challenge to respond to it (=accept it). Also you can perform the following actions, using the buttons on the toolbox below the **Challenge list**:

- Accept challenge, clicking the **Accept**  **Accept** button


- Decline challenge, clicking the **Decline**  button
- Delete challenge from list, clicking the **Delete**  button
- Finger challenge, that is, view information about a game, by clicking **Finger**  button



- **Unavailable**  button in the right makes you invisible for all addressed challenges.

2.3.How to find yourself an opponent, or Seek



To create a general **Challenge**, use the **Play**  buttons on the **Ribbon**. By default, clicking **Play** button you create the challenge for three-minute time control game, but you can change time control or other options by clicking the arrow right from the button.

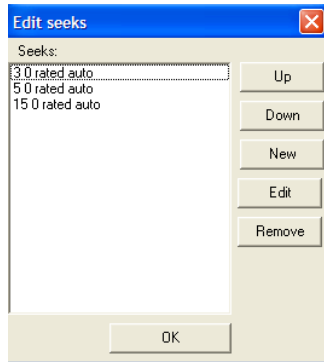


When you move the cursor over the button, the pop-up hint shows the first pre-defined challenge: rated game for 3-minute time control. If you click an arrow, you will see the list of pre-defined seeks: rated games for 3, 5 and 15-minutes time-control.

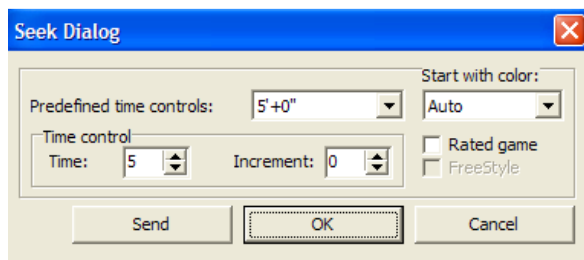




Click *Edit* button in the drop-down list to see the list of the pre-defined Challenges and their parameters.



The first challenge template is the one that will be used as default when you click *Play*, so it is useful to put you favorite one there. You can change places, using up and down buttons, add, delete and edit game templates. *Edit* and *New* dialogs are similar. There you can specify all the game parameters:



After clicking the *Play* button you only have to wait until anyone accepts your challenge.

2.4.How to challenge someone

There is a lot of ways to give somebody a dare. The main is to use the **Players list** (leftmost top). Double-click a player that you want to challenge.

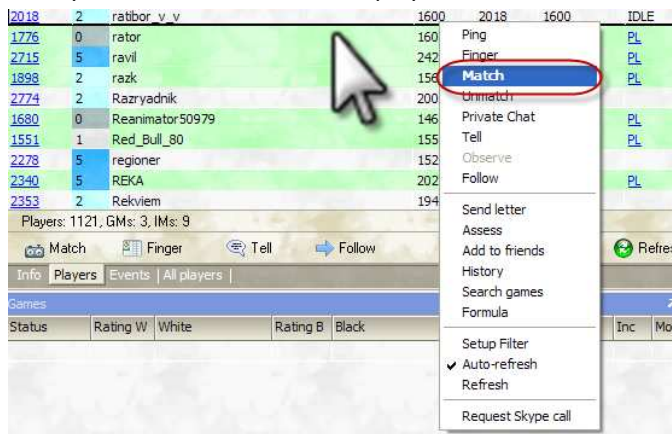
Players						
Rating	St	Login	Bullet	Blitz	Standard	Status
2723	3	Provotorov_Ivan (MS)	2711	2723	2204	PL
1903	1	Pufik_Ru	1589	1903	1600	
1580	1	Pumuckli	1580	1378	1412	PL
2566	5	puntarenas	2566	2465	2200	PL
1760	4	P'yankov	1402	1657	1760	PL
2171	6	q712 (C)	1666	2171	2082	
1812	2	qseftuko	1475	1797	1812	PL
2054	5	qwe13	1941	2054	2043	PL
2543	4	r24	1600	2543	1600	PL
2577	6	rad1st	2539	2577	1580	
2208	7	Raf53	2208	2147	1713	
1706	2	rafael33	1681	1695	1706	
2018	3	raghu1963	1600	2018	1600	PL
1624	0	Rahubenkov	1577	1624	1592	PL
2065	1	Rajabov_Akram	1899	2065	1590	
1600	2	rauel79	1600	1288	1600	
2018	2	ratibor_v_v	1600	2018	1600	IDLE
1776	0	rator	1600	1776	1600	PL
2715	5	ravil	2422	2715	2000	PL
1898	2	razk	1562	1898	1863	PL
2774	2	Razryadnik	2000	2774	2000	
1680	0	Reanimator50979	1468	1596	1680	PL
1551	1	Red_Bull_80	1551	1386	1515	PL
2278	5	regioner	1527	2027	2278	
2340	5	REKA	2029	2340	1900	PL
2353	2	Rekviem	1947	2353	1863	

Players: 1121, GMs: 3, IMs: 9

Match Finger Tell Follow Refresh

Info Players Events All players

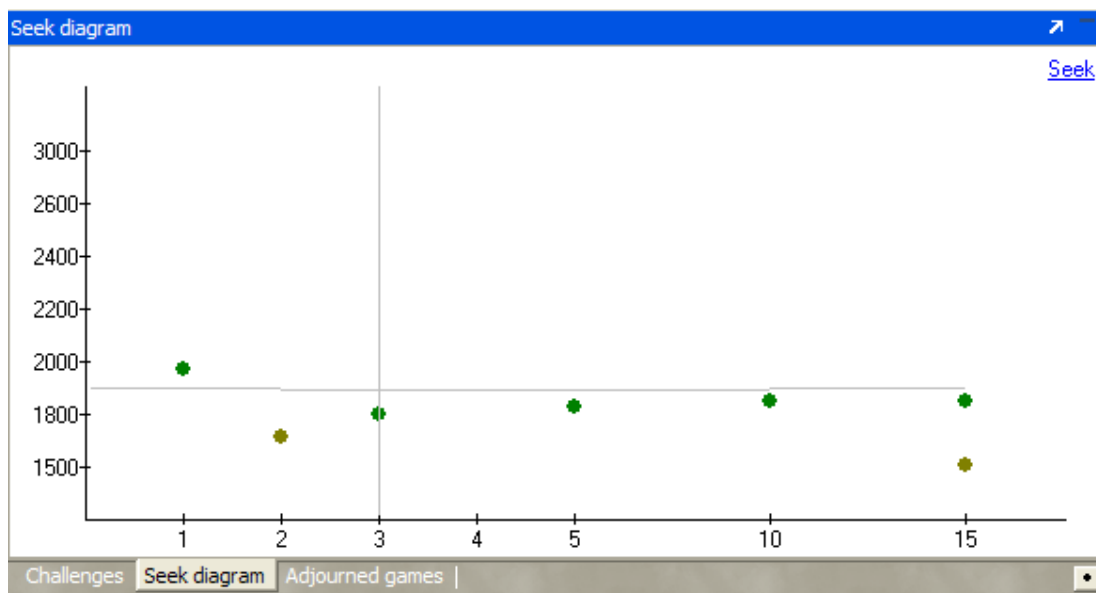
Also you can left-click on a player and then use context menu (right-click) and click **Match**



button there or on the bottom of the panel.

2.5.Using Seek diagram

If you are used to play in ICC, you can use the **Seek diagram** tab instead of **Challenge** tab in the rightmost bottom window.



All the challenges are viewed on the **Diagram** pane. Every challenge is a dot on a screen. When you move mouse over a dot, all the player and challenge information appears on a pop-up hint. Left-click on a dot lets you answer the challenge.

The higher rating a player has, the higher will his challenge appear. The longer a game is, more right the challenge will appear. Filled dots mean rated games, circles are for non-rated challenges. Right-click on a dot opens the local menu.



There are the following data:

- **View challenge:** a special window with challenge data appears

- **Accept** – opens the Game window with Board
- **Add Seek** – choosing this, you will see the new window where you can create your own seek

- **Ping** – this options counts time lapse between moves while sending it
- **Finger** – shows player information

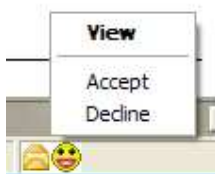
2.6.You are being challenged personally

When you are personally challenged, you hear a bell and the name of the opponent appears in the *Challenge* window. You can see all the game data, player rating, game type, etc. and you can either accept or decline challenge.

By the personal challenge in the bottom left side of the *Console* panel appears an icon with player and game data in a pop-up hint.



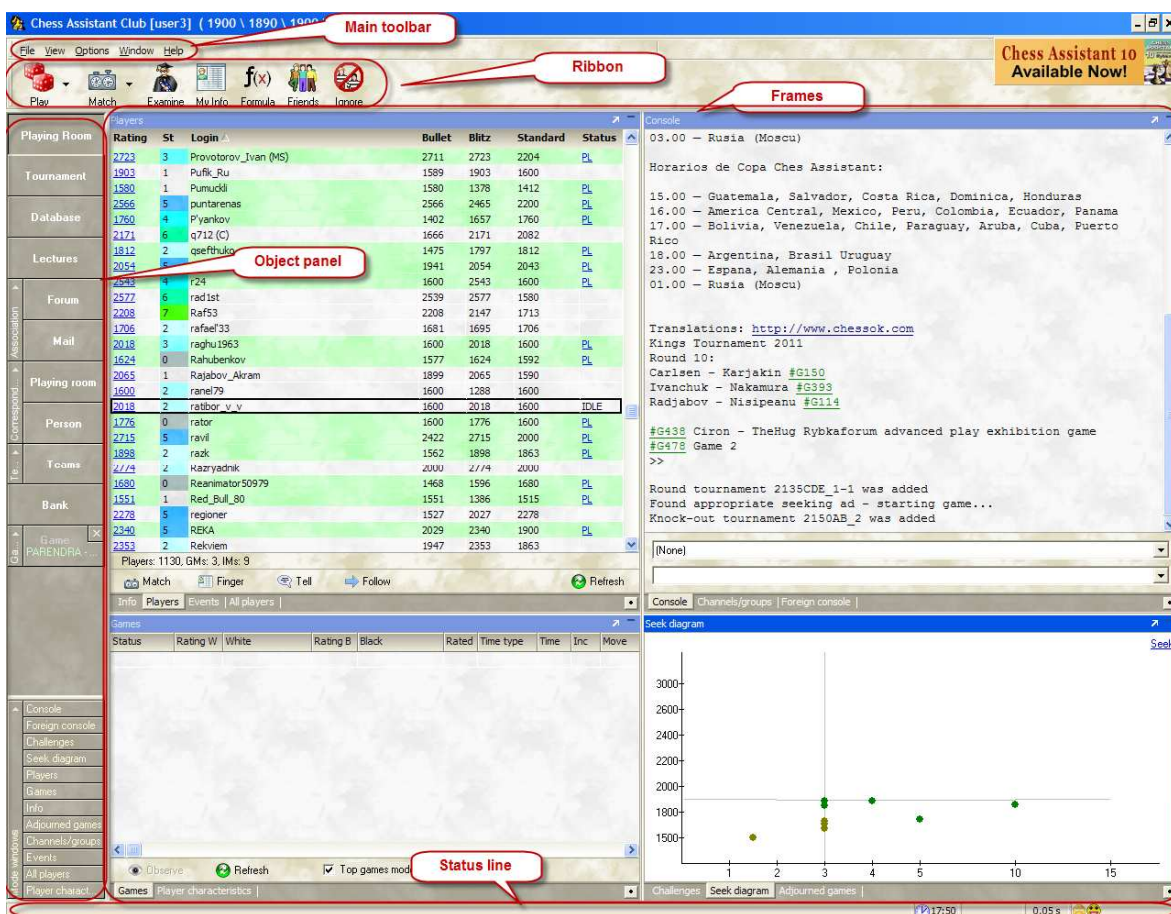
You can double-click on the icon and accept the challenge or use right-click local menu to view, accept or decline challenge.



3. Interface

ChessOK Playing Zone support many other activities, for instance, communication with other chess players, viewing informational messages, game and lection translation, working with chess databases, analyzing games using chess programs, to say nothing of online playing. Usually we speak about different modes of the client program; every mode has its own specific set of functions and special set of controls that let perform operations, special for the current mode.

There are 5 main interface components, general for all modes:



Main toolbar is a standard Windows component. Here are commands for application control and settings. The **Ribbon** is used to store a number of buttons that are used to perform special functions of any application. The number of buttons and their position differs due to the current mode. Every mode is characterized with a certain number of control elements, such as windows, dialogs, and buttons. You switch modes using the buttons on the **Object panel**. In the lower part of it the smaller buttons take place; they are **Object Control** buttons. You can activate any window with it. Frames are pre-stored positions on a main screen that contain windows. They are usually synchronized with each other and are

used to view different information, such as board or console with messages. If you change something in one window, the others may change also (e.g. you are making move on board and it appears in the notation). The **Status line** views the clock and server time. Also there is information about the client program; you can find post notification here (post icon appears)

Nearly every interface object is performed as a **Control** button in a bottom part of an **Object panel**. You can also choose *Window* command in the **Main toolbar** and there choose the window you want to activate. Remember that in any mode you can restore the standard configuration of the elements of the interface by clicking **View-Default**.

All interface elements are organized harmonically in the main window. You can change the size and the position of the main window, but all the interface elements will be present and preserve the position.

Now nearly all windows are docked. You can make float any window, but we still recommend follow the standard position. If you have made float a window and cannot find it, use Object panel buttons or set default configuration.

3.1.Main toolbar

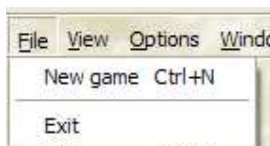


There are five buttons on the **Main toolbar** that open the menus:

- **File** – actions with games in general
- **View** – controlling the windows that can be seen in the current mode and the modes in general
- **Options** – all the options of the program
- **Window** – this mode has very many aims, for instance, submit complaint on the slow connection, monitor traffic, view new messages in the Mail, etc.
- **Help** – get help, online help and information about the program

Here we will discuss all these menus.

3.1.1. File



The File menu has only two options: *New Game* and *Exit*. New Game ([Ctrl+N]) creates a new blank game and switches the program to the **Edit** mode. The *Exit* button closes the program.

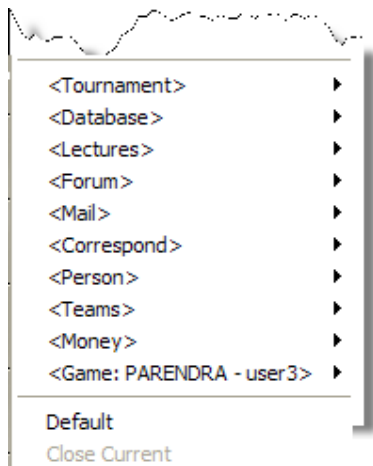
3.1.2. View



This menu is used to perform the two types of actions. First, it lists all the windows, available in the current mode and lets you switch them.



Second, it lists the modes AND for every mode, all windows. So, using this menu, you can switch windows of the current mode and switch modes too. The second function is very useful, when you need to find a certain window, but don't remember in which mode it is.



The last button is Default, that returns the default layout of all the modes.

3.2.Options

This menu is used to change settings of the program in general. There are the following settings groups:

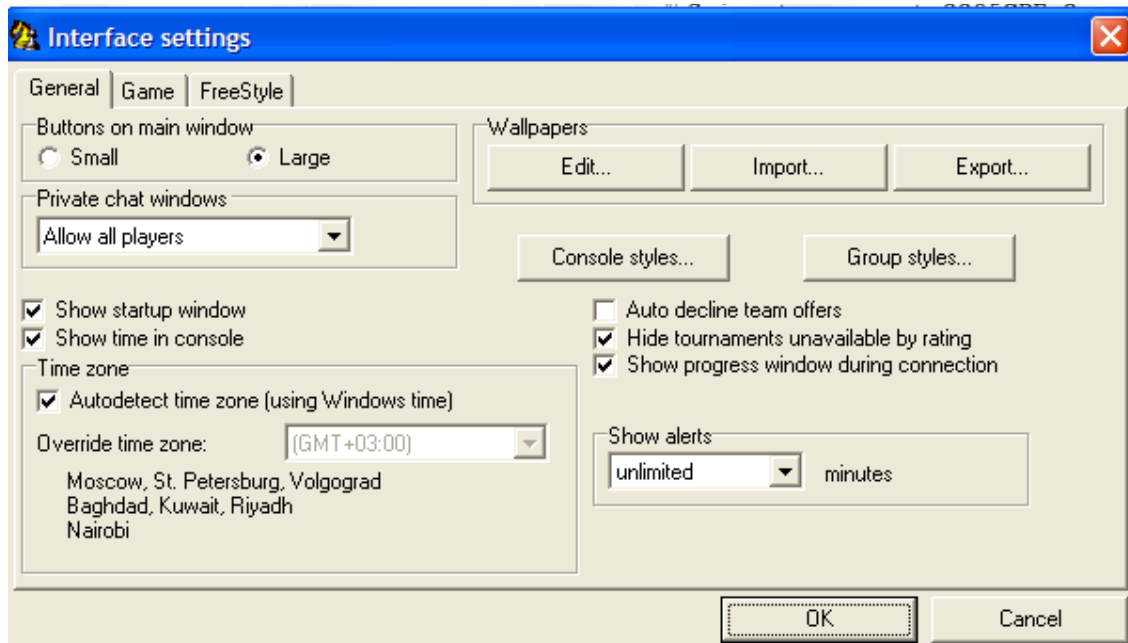


- **Interface** – this dialog is used to setup the appearance of the program and the most general features.
- **Network** – setting up server and connectivity. It is the same dialog as in the Net options button on the Login to Server window
- **Disconnect** – leave the server
- **Languages** – setup language and messaging options
- **Sounds** – setup sounds that will appear when you make a certain actions (e.g., make moves on board)
- **Engines setup** – add and remove engines, used for the analysis
- **Correspondence** - settings for using ChessOk Playing Zone e-mail
- **Autocomment** – settings for the automatic game commenting
- **Audio options** – Skype options and player options
- **Board** – setting board and pieces themes
- **Icons** – choosing, whether icons should be big or small.

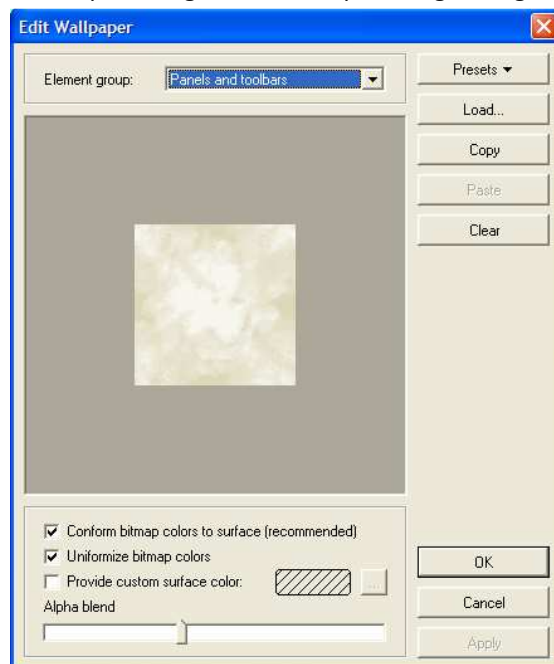
Now let's describe in details the most important settings

3.2.1. Interface Settings dialog

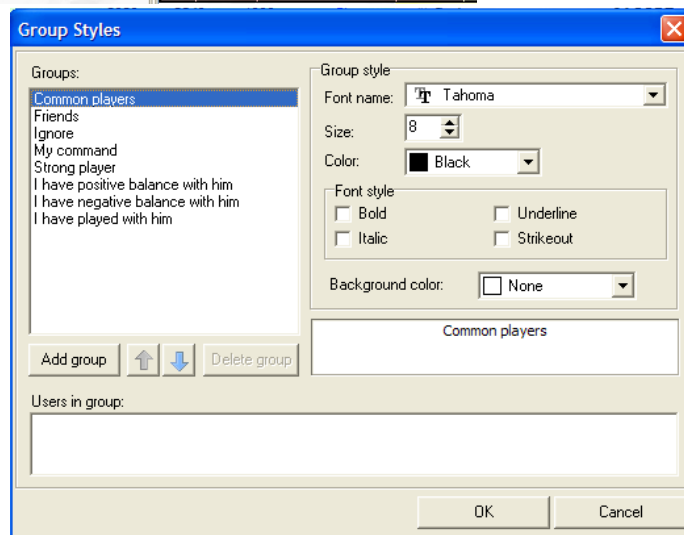
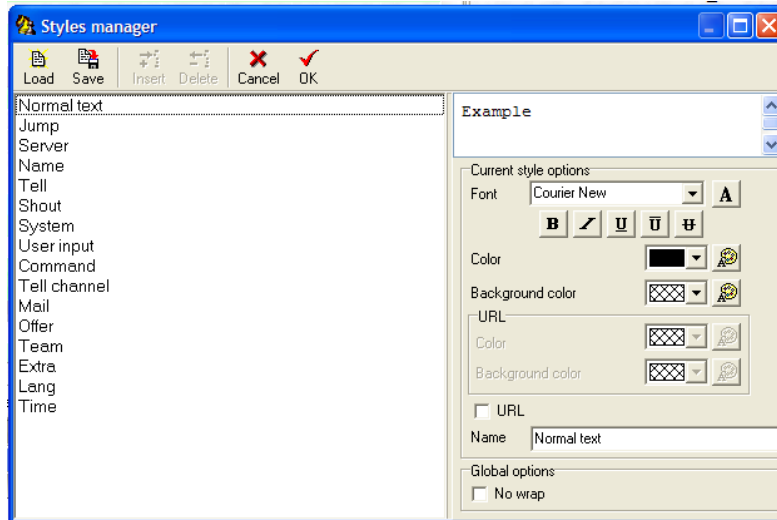
The dialog consists of three tabs: **General**, **Game** and **Freestyle**. In the **General** tab we set up the main window settings, common for all modes. They are:



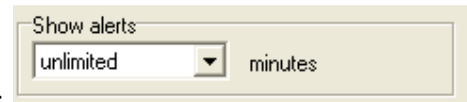
- **Size of the buttons** on the Ribbon: Small or Large (same is done via Options-Icons menu);
- Allow **private chat** with all players, friends only or none;
- Show **startup** window;
- Show **timestamps** in the console;
- **Time zone settings**. You can check Autodetect time zone, and it will use Windows settings;
- Change **wallpapers**. You can not only load and export templates (textures)m but also perform the simple changes in the template, e.g. change opacity



- Change styles for the **console messages**, using the special ChessAssistant font dialog:

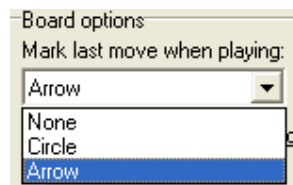
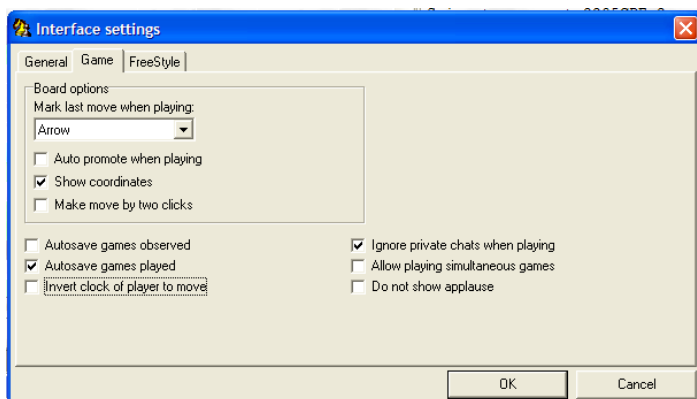


- Same for **Groups** messages:
- If you check **Autodecline team offers**, it will decline automatically all offers to join a team.
- You can **hide all tournaments** you cannot participate in, because your rating is lower than they need. Use this box ☒ Hide tournaments unavailable by rating
- The next checkbox is used when you want to **turn off progress bar** during connection to server.



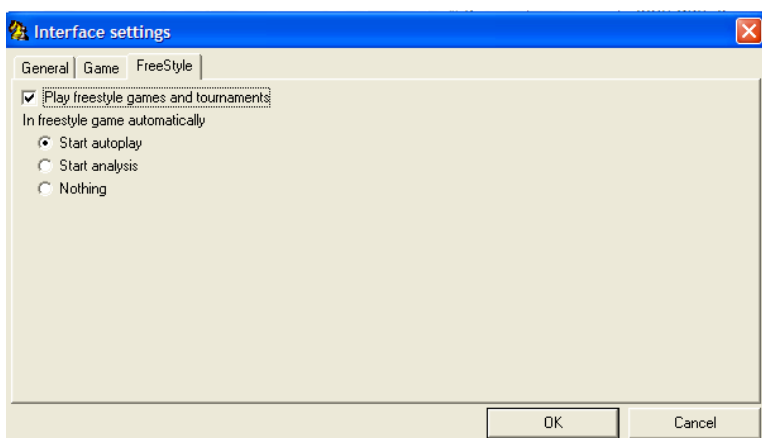
- Choose how much time to **show alerts** about events:

The second tab, **Game**, is used to setup the special *Game* mode that is used to view and edit games. There we have the following options:



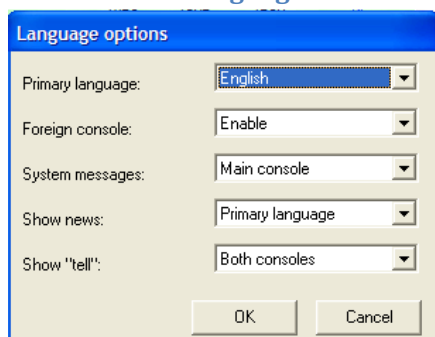
- Choose the **shape** of the last move marker
- **Transform a pawn** into the best piece for this situation (usually in a Queen) automatically when it reach the another board side
- Use **two-clicks input** mode (click the piece and the target square)
- **Save games** that you have observed to your *Local* base automatically
- **Save games** that you have played to your *Local* base automatically
- **Invert clock** color of the player to move; normally the clock is white with black letters, and now the colors will be inverted to make it more distinctive
- Don't show **private chats** when playing
- Allow play **multiple games** at a time
- **Prohibit applause** both to you and to your opponent

The last feature is for the **Freestyle** games – games, that can be played using all the additional data, including powerful engines. There are the following options:



- Allow freestyle games
- You can do one of the three options:
 1. Start autoplay in the freestyle games
 2. Start autoanalysis in this games
 3. Play yourself absolutely

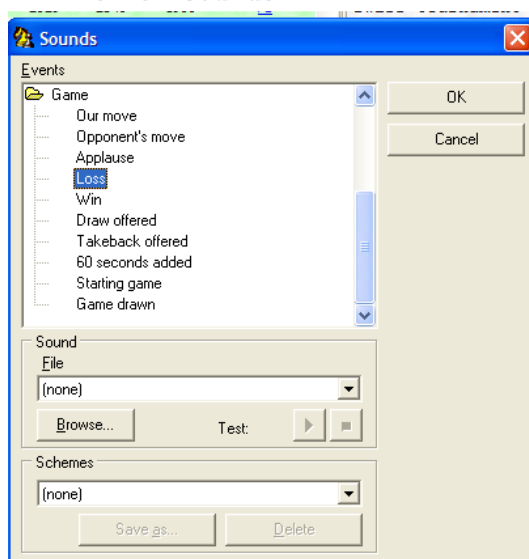
3.2.2. Languages



There are two languages in the Playing Zone – English and Russian. When you select the primary language, you select the interface language, the language of the system messages, tournaments and players name. Foreign console is used when you want to separate English and Russian chats – the foreign console will be used for the non-primary language. Though, you can mix them or disable the second language console at all. Same for system messages – it is useful to have them in the separate console.

Show news is made to decide, news in which language will be shown in the console on entrance. The last option is used to decide, in which console should private messages be shown; by default, they are everywhere in order to make them more noticeable.

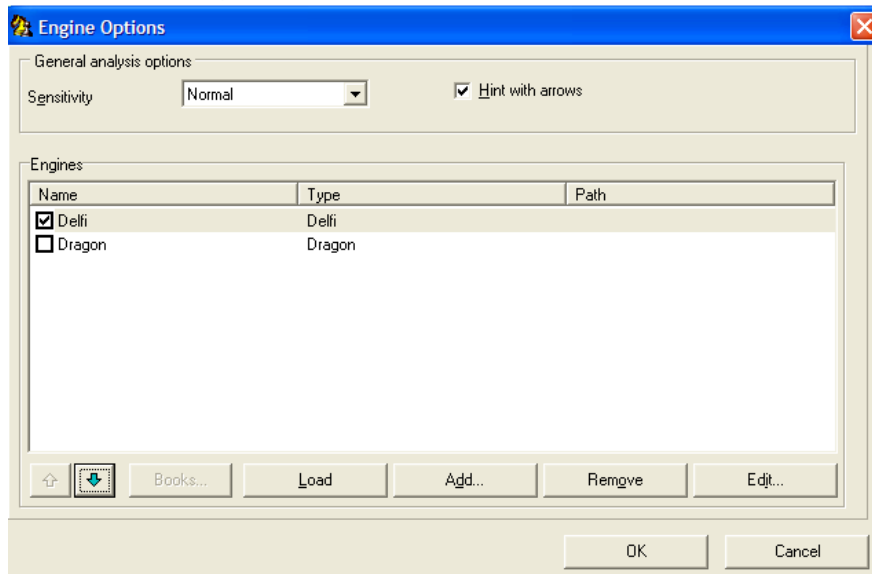
3.2.3. Sounds



This dialog has a list of the events for which can be added sounds. Choose the event and then choose the .mp3 sound that will be used in case this event happens. You can use one of 10 pre-defined sounds or browse your own .mp3 music.

You can save the sound set you have created as a scheme, using *Save As* button in the bottom of the dialog. The second button is used to delete schemes. One scheme is pre-defined – the *Default* scheme. Note, that by default the so-called *<none>* scheme is used, which is absolutely silent.

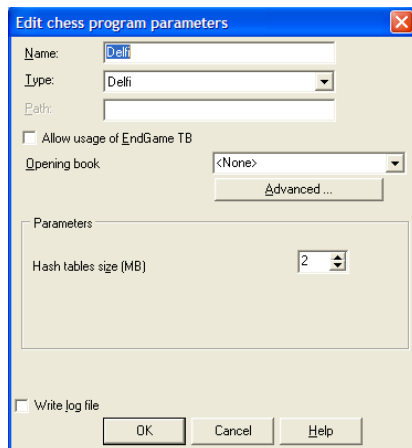
3.2.4. Engines setup



This dialog is used to setup analysis and engines.

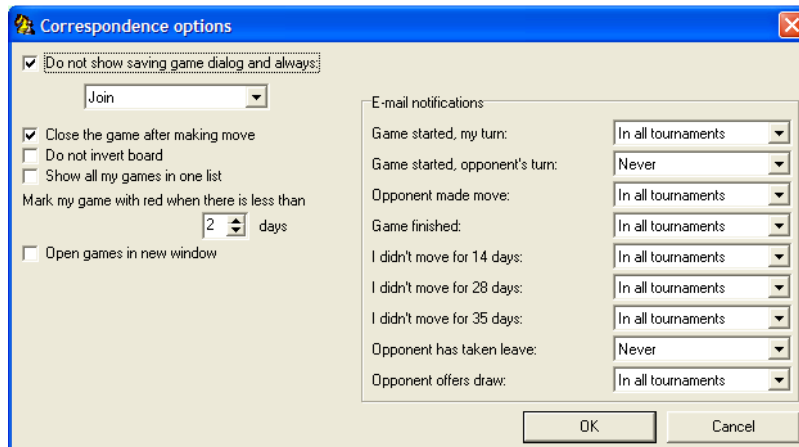
Analysis has two options: the "*sensitivity*" of the analysis (the higher sensitivity is, the **less** CPU is given to an engine) and whether analysis should perform hints with arrows or not.

Engines setup is used to add, remove and edit engines (special programs that perform analysis). You can activate and deactivate them (by ticking the checkbox by the name of an engine), load, add and remove engines and edit engines options:



You can change the name of the engine, setup its type, path to the engine. Tick the *Allow usage of EndGame TB* to include Nalimov tablebases. Also, you can use an opening book to improve the opening analysis. Hash table size is used to store the results of the analysis, so it's the amount of memory available to an engine. And you can tick *Write to log* box to create engine log.

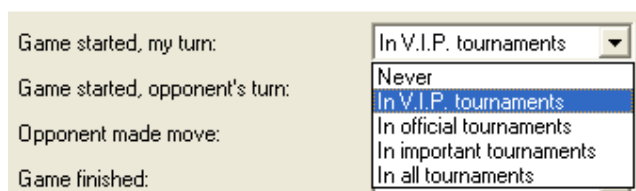
3.2.5. Correspondence



Here you can setup your correspondence games options, such as

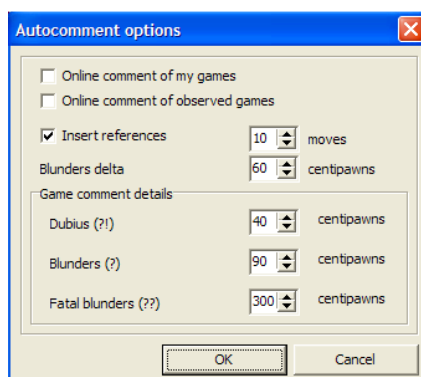
- **Save games** - you can tick the first checkbox and the game will be saved automatically and joined with the original one, or the original game will be overridden, or a game will be added as new.
- **Close the game** after making move
- Never **invert board**
- Show **all your games in one list**
- **Mark your games red** in the list when they are old enough (after 2 days by default, but you can set any number)
- **Open games** in a new window

You can also set up mail notifications about events. Choose the event from the list and occasions, when you should become e-mails (e.g., when your game in VIP tournament starts)



3.2.6. Autocomment

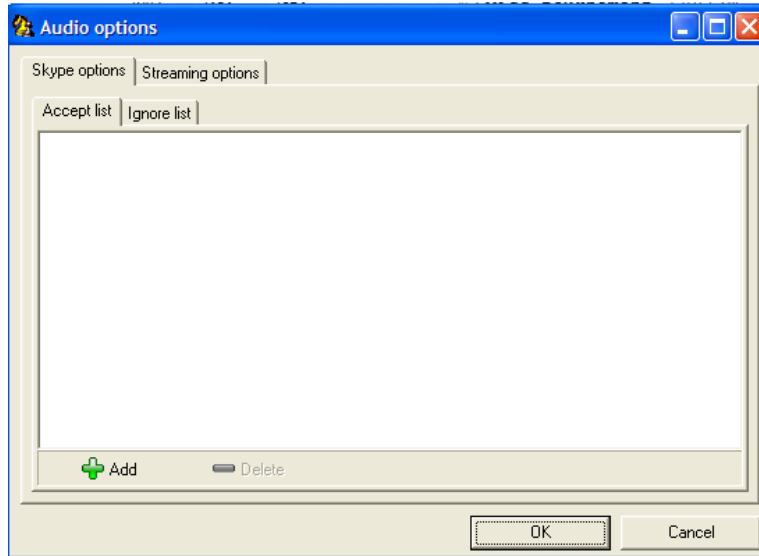
An interesting feature is Options – **Autocomment**. Choose it to open the *Autocomment* dialog.



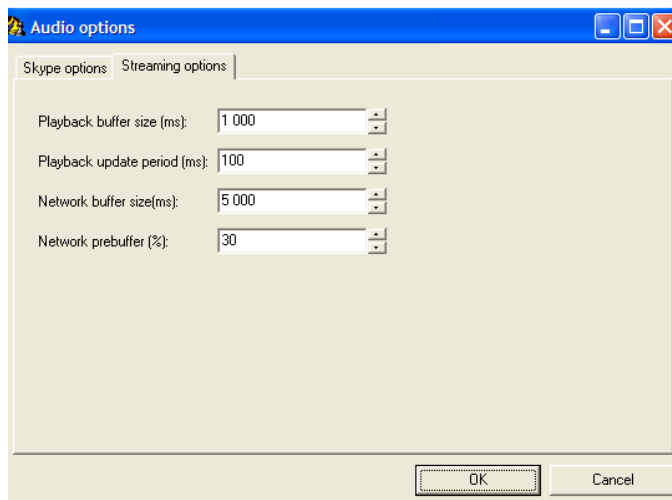
First, you can setup, which games to comment – your own or being observed. The chosen games will be automatically commented by special software on a server. You can set special parameters of autocomments using spinboxes below. But we recommend using standard ones.

3.2.7. Audio options

There are two tabs: Skype options and Streaming options



Skype options are used when you are invited for the Skype call. You can create a list of "friends", whose requests will be accepted automatically, and ignore list; the requests of its members will be declined automatically.



Streaming options are the ones that setup media player of the ChessOk Playing Zone. We do not recommend to change them unless you know for sure what do these options mean. They are used to setup the voiced lectures, which are very rare, though possible.

3.2.8. Board

You can change **Board** themes and the appearance of the chess pieces. By default, we use *Wood* theme and classic *Aquarium* pieces. There are 2 more pre-defined piece themes and one more board theme, but you can add your themes and remove them too.



3.3. Object panel

On the left side of the main program window there is an **Object panel** with a number of control buttons on it:



The panel is visible in any mode of the application.

In the upper part of the **Object panel** there is **Navigation pane** with modes buttons – they let the player switch modes. As displayed, there are ten buttons that correspond to ten modes; some modes are united to the groups, such as **Association**, **Correspondence** and **Teams**. Other modes are **Playing Room**, **Tournament**, **Database**, **Lectures** and **Bank**. The **Association** group contains **Forum** and **Mail** modes; the **Correspondence** Group – its own **Playing Room** and **Person** mode. **Teams** group consists of only one mode **Team**.

Groups are used to rollup the similar modes, e.g. *Forum* and *Mail*.

There are two special modes; the **Board** mode appears only if you start playing – challenge anyone or accept somebody's challenge, and the **Edit** mode appears if you view a game.



When one of these modes activates, a special additional control button appears – **Game**. It is used to switch from the game to the board and back. On the button the players' names are written (e.g. *Anna-Irina*). The button could be rolled up and to finish the game you can just click the cross on it.



In the bottom part of the **Object panel** you will see **Interface control buttons**. Using them you can activate any window of the current mode.



When you switch to an unfamiliar mode, click one-by-one all the buttons in a current set; it will help you to get acquainted with a new mode. This exercise widens your knowledge about the potentials of the program.

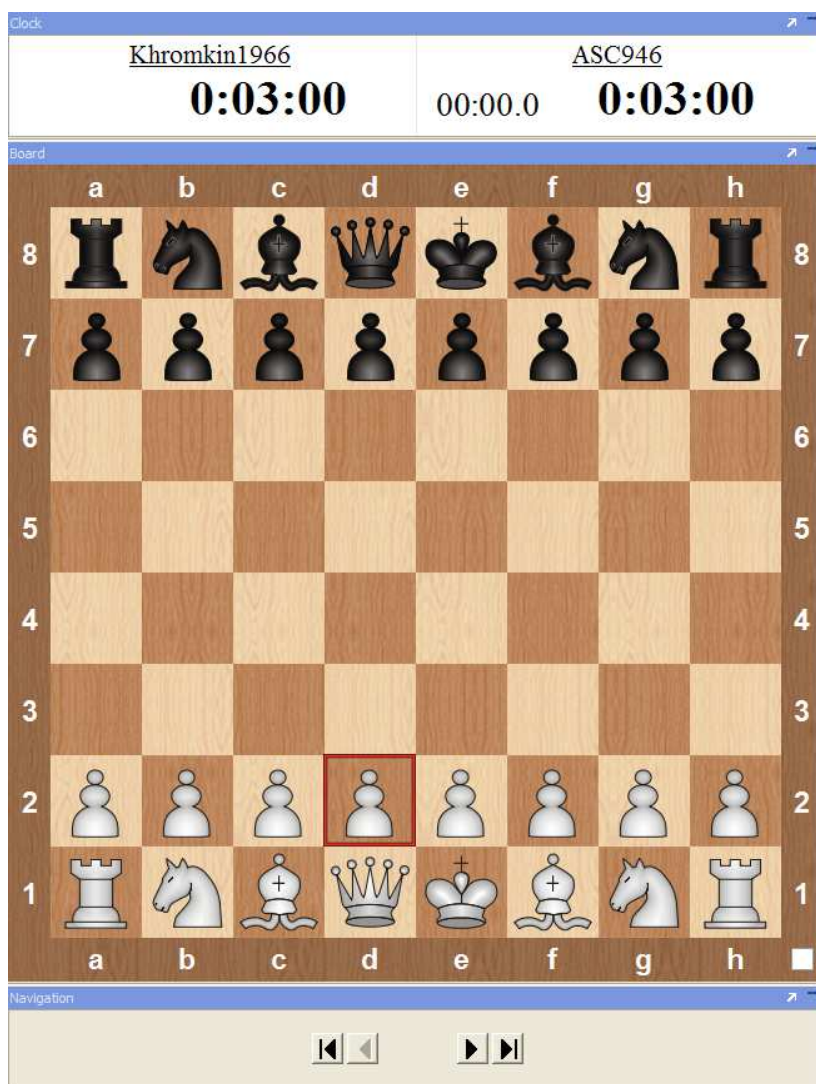
Now nearly all windows of the application are docked. You can make float any window, but we still recommend follow the standard position. If you have made float a window and cannot find it, use Object panel buttons or set default configuration.



4. Special modes: Play and Edit



These modes have one common thing – the chessboard, so, we begin with it.

4.1.Board window. Description

The *Board* mode activates, when a game starts or when you open it to edit.

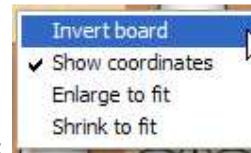


As shown above, in the *Board* window there is a chess board with **Navigation controls** below that help you to move through the game (press left  or right  to look at the previous or the next move,

and start  or end  to go the beginning or to the end of the game). Above the board you can see the **Clock**; the left is for the White, and the right is for the Black.



You can change the size of the board, using the splitter on the right side:



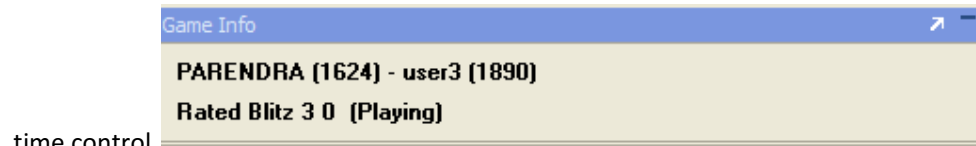
The local menu of the Board has the following options:

- **Invert board** – show the Black in the lower part, and the White in the upper; note, that the coordinates invert too.
- **Show coordinates** – untick this to hide coordinates
- **Enlarge to fit** – if you have moved the splitter to the right and the board has become smaller, the gray areas appear on screen (for the board is a square, and the panel is rectangular. If you want to eliminate them, use this button
- **Shrink to fit** – same, but used when the board panel is too large (you have moved the splitter right)

4.2. Play mode

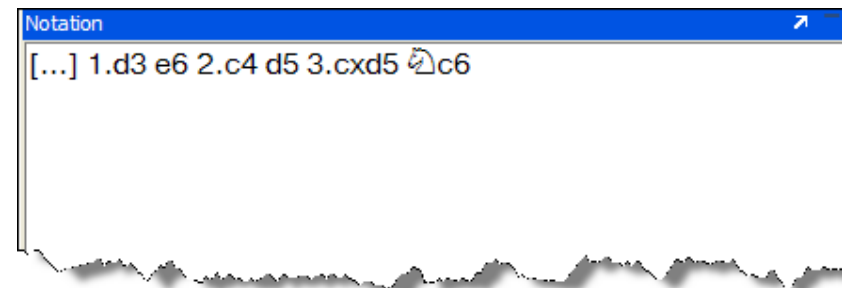
Play mode has, apart from board, the following windows:

- **Game info** – the panel that holds the names of the players, their rating, and the game type with

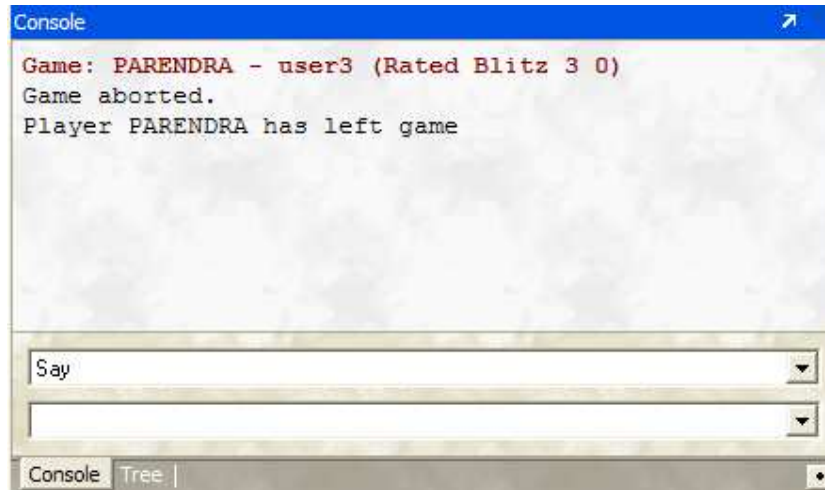


time control

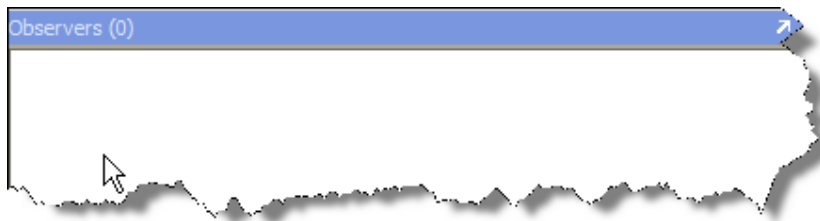
- **Notation** – the list of the moves. if you want, you can add comments there



- **Console** – the chatbox, where you and your opponent can exchange messages (see console)



- **Observers list** – the players, who watch you playing



- **Tree** – the window is situated on the second tab with the Console window. It stores the opening library – list of all moves, possible from the current position. It becomes available only after the game is finished, because it is a cheat. By default, there are 6 halfmoves from every opening

1.	Qty	%	Eval	CAP ▾
d4	964	57%	±/=	+0.07
c4	139	53%	=	+0.07
e3			=	+0.07
Qf3	289	58%	±/=	+0.04
g3	18	53%	=	+0.00
Qc3			=	+0.00
a3			=	+0.00
d3	1	50%	=	-0.04
b3	3	17%	=	-0.04

position. The move, marked yellow is the one that was actually made in the game.

In this mode there is no *Navigation controls*, and the corresponding clock are below the board



4.1.1. The Ribbon during a game

When a new game begins, the program is showing the *Board* mode. In the upper part of the *Board*, under the *Main Toolbar*, there is the *Ribbon*. It lets perform the main actions during the game:



- **Abort** – click this to abort game. The game will be immediately aborted if none of the players has done a move, otherwise you need the agreement of the opponent
- **Back** – you send your opponent a request to take back a move. If he or she agrees, your move will be eliminated. If an opponent does so, the button highlights yellow. Click it before moving to let an opponent take his move back
- **Back 2** – same for 2 moves
- **Draw** – click the button to send your opponent a draw request. If the button is highlighted yellow, it means, that this request was sent to you. Click it to accept an offer. You can also use the arrow right to it; the Draw submenu appears. You can choose, either to send a draw request or to auto-accept any suggested draw.
- **Adjour** – click this to send your opponent a request to postpone a game. You will be able to finish it when it is highlighted yellow.
- **Resign** – Click this button to resign. You will be asked for confirmation.
- **More time** – add your opponent 60 seconds.
- **Decline** – any suggestion can be declined using this button.
- **Ping** – adds information about time delay into the console.
- **Applause** – sends applause to your opponent
- **Finger** – shows information about your opponent in a floating window

Above and below the board there are clocks that show time left for both players. The red color means, which turn is it to move.

4.2.2. The Ribbon after a game

As soon as the game finishes, both clock stop and the toolbar changes. Now the buttons are:



- **Applause** – send applause to your opponent
- **Rematch** – clicking this button suggests your opponent play the game with the same parameters.
- **Seek** – sends the last seek once more

All the other buttons are the same as in the *Edit toolbar*.

4.3. Editing

As long as ChessOk Playing Zone has means to store games ([see DataBase](#)), there are also tools to edit games.

The **Edit mode** combines functions that the chess players need most often; other modes often inherit the functions of this mode. You can enter variations; write comments to the notation, and put color

markers on board. You can also run the analytic program and insert the analysis result into a game that is viewed in the *Board* window.

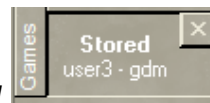
Of course, you can save the results of the work in the *Local base* on your hardware, or into your *Personal library* on the server (see *DataBase*). Afterwards you can find and download the game to re-edit it.

Usually you need to edit a game in the following cases:

1. You have downloaded a game from any other base. As soon as the game is downloaded, the *Edit* mode launches. Same happens after you have finished a game, but haven't closed the *Board* mode.
2. You enter a new game. This opportunity is available in any mode. Choose **File-New game** or press [Ctrl+N]. After that the *Board* mode starts, you can insert moves and variants there, put color markers on board and in the notation. After that you need to save a game either in your *Local base* or in your *Personal library*. You cannot change bases that are stored on server, except for your *Personal Library*.
3. You observe somebody's game. You still can edit it, but you should save changes to the *Local Base* or *Personal Library*, otherwise they will vanish.

4.2.1. Editing mode

In the *Editing* mode you see the *Board* panel with the game that you have just downloaded from the database or that you are going to create. You can activate the mode at any time by pressing [Ctrl-N] or from *File-New Game* menu.



When you start the *Edit* mode, the new button *Stored* appears in the **Object panel**. If a game is loaded from a base, there will be players' names on the button.

There are a number of windows in the *Edit* mode; they are listed in the bottom part of the **Object panel**.



Here is a short description for every window:

4.2.1.1. Game info

Game Info	
White	user3
Black	gdm
Result	
Date	22. 6.2011
Site	
Time	5 0
ECO	
Tournament	

In the *Edit* mode the window has a number of fields that you can fill with the players' names, game result, date, place, ECO index, time control, and tournament name. All the data is used to access to the games in the server base, together with the game notation. It is in the bottom right frame.

4.2.1.2. Board

The Board panel, where you can enter moves and variations. Usually you drag-n-drop pieces with mouse left-click or with two clicks on the piece and target square (set up this in Options-Interface). The Board panel is synchronized with the Notation panel where the moves are being fixed:

4.2.1.3. Notation

The Notation window displays text of the game being always synchronized with the position on the Board. It can also contain variations, text annotations and various markers. When this window is activated, pressing [F3] key on your keyboard opens the Annotation editor dialog. If you place the cursor after the last move and hit [Backspace] key, the move will be deleted in the notation, while the position in the Board window is restored to one existing before the deleted move. This window is usually situated in the top right frame.

4.2.1.4. Clock

Clock			
<u>user3</u>		<u>gdm</u>	
0:05:00	00:00.0	0:05:00	

This window displays time spent by each side. When you load a game that was actually played between two opponents and then saved into database, the Clock is synchronized with the game Notation, so that you can see how much time each opponent spent on each move. On the other hand, if you have loaded a new game, the Clock is inactive:

Clock	
0:00:00	0:00:00

The clock can be either above the board, or above and below it.

4.2.1.5. Navigation

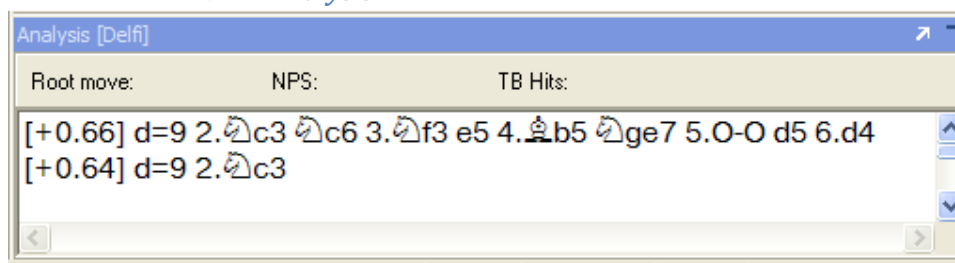


The Navigation panel carries four buttons with black triangles (analogue of the arrow keys on the keyboard). Clicking on these buttons, you can move one move forward or one move backward in the game, or jump to the end or the beginning of the game. This panel is synchronized with the Board window and the Notation window. It is also used to display the alignment of forces occurred in the game after each move

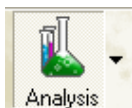
4.2.1.6. Tree

This window displays information on a current position on the Board, which is stored in the chess trees. Here you find a list with several columns including Move (lists all the moves made from the current position), Qty (quality, number of occurrences of each move), % (percentage of points scored by side that implemented this move), Eval (masters' evaluation) and CAP (Chess Analysis Project data, computer evaluations obtained through the minimax approach). Clicking on the column headers resorts the list:

4.2.1.7. Analysis



While in the Edit mode, you may also wish to start the analytical engine. Click the Analysis button



on the toolbar or simply hit [Space] key on the keyboard. This action opens yet another window, the Analysis window. You can find there the Root move analyzed by engine, number of positions per second analyzed and number of TB Hits that occur when the analyzed position is found in the Nalimov endgame tablebases. In the main area of the window the variations are listed one by one, as the engine finds them in an infinite mode. The most recent variation is displayed at the top of the window. Data in this line also include evaluation of the position in brackets and the depth of calculation reached by the engine (after d=):

As you can see, the Analysis window and the Board window are synchronized too. As the engine supplies the variations, the hints are displayed on chessboard with colored arrows. To enable this option, you must select the Options\Engines setup... item in the main menu (or use the [Alt + F11] shortcut) and set the mark in the Hint with arrows check-box of the Engine Options dialog.

You may hideaway unnecessary windows by selecting Hide item in their local menu. To restore displaying them, click on their corresponding object control buttons on the Object panel.

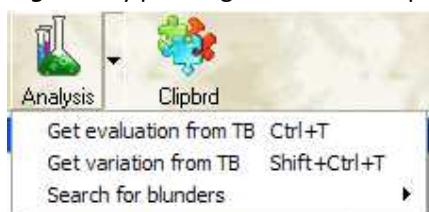
4.2.2. Edit Ribbon

The buttons on the *Ribbon* give access to the main functions of the mode. The panel is situated in the upper part of the application, between the *Main Toolbar* and the *Board*.



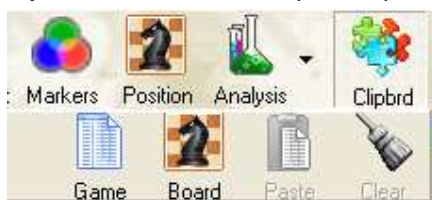
Here you see the following buttons:

- **Add to Lib** – the game is saved to your personal Library on the server
- **Save** – the game is saved to the Local Base on the hardware
- **Comment** – lets enter text comments
- **Markers** – lets put the color markers on board
- **Position** – sets up position; after you click the button, the position setup dialog will appear.
- **Engine** – by pressing this button drops the additional menu with the following commands:



image

- **Get evaluation from TB** – gets move evaluation from the six-piece Nalimov Tablebases
 - **Get variation from TB** – get the variation for the current position from the Tablebases
 - **Search for Blunders** – finds the worst moves in the notation and marks them.
- **Clipboard** – show/hide clipboard panel. If shown, it has the following options:



- **Game** – copy game as PGN to clipboard
 - **Position** – copy EPD-position to the clipboard
 - **Paste** – paste from the clipboard, game or position
 - **Clear** – clear clipboard

4.2.3. Other editing means

When you click a button on the Ribbon, usually the program cannot perform an action at once, for it needs additional data. Usually it is entered via dialogs. When you click *OK* in the dialog, you confirm your command and it will be performed.

- **User folders** – create and delete your own folders
- **Styles** – after clicking the tab, the following checklist appears:

<input type="checkbox"/> Important move	<input type="checkbox"/> Strategy
<input type="checkbox"/> Error (blunder)	<input type="checkbox"/> Engine analysis
<input type="checkbox"/> Temporary bookmark	<input type="checkbox"/> Opening analysis
<input type="checkbox"/> Permanent bookmark	<input type="checkbox"/> Analysis freeze
<input type="checkbox"/> Exercise	<input type="checkbox"/> Modification
<input type="checkbox"/> Novelty	<input type="checkbox"/> Sent to server
<input type="checkbox"/> Beginning of analysis	<input type="checkbox"/> Server analysed
<input type="checkbox"/> End of analysis	<input type="checkbox"/> Server inserted
<input type="checkbox"/> Tactics	<input type="checkbox"/> Good move

Comment:

The colored markers can be set via the **Markers dialog**:



Here you can see 5 tabs: **Markers**, **Lines**, **Blocks**, **Symbols** and **Text** that are used to put certain figures, images on board. To put marker, choose its color and type, and click on the selected square on the **Board**. This will place a marker. To put text, chose the text tab and click **Add**. You will see the small board preview; select the area for the text, dragging cursor from the top left to the bottom right side of the text area. Enter the text in the corresponding field, choose font and color.

To setup position, use the **Position Operations dialog** (click **Position** on the **Ribbon**).



4.2.4. Entering new games

In any mode of the application you can choose *File-New game* and this will load the *Board* mode with the new empty game. It is controlled by the *Stored* button in the **Object panel**. You can make moves on the *Board*, move pieces with the mouse and they will be fixed in the *Notation* panel. So, it is in the *Edit* mode now and the *Ribbon* contains now *Editing* toolbar.



After you have entered the moves, add variations and fill in the fields of the **Game Info pane**. Save the game either in the *Local Base* or in your *Personal Library*.

5. Playing Room

In the **Playing Room** mode the *Ribbon* has the following appearance:



There are all the most important buttons that let you:

1. **Seek** and **edit** seek parameters
2. Set your **personal information** that will be visible to other players
3. Make **actions** during the game

5.1.Ribbon

On the image above there is *Ribbon* of the *Playing Room*. By default, there are 6 buttons with hints

- **Play** – create one of the predefined seeks (with 3, 5 or 15 minute time control) or customize seek. Click the button itself to make the default seek (3-minute time control), and the arrow on the right of it to make other seeks and edit them



- **Match** – the button is used when you want to play a series of games with one opponent. All the games will have the same time control, but the color of your pieces changes every game. You can also make a seek for a match.

You can edit the match parameters by clicking the Edit button .

You will see a list of pre-defined matches. Click New or Edit to see the parameters of the match

You can place a match in any place in the list.

- **My info** – use this button to fill your personal data

It is the same dialog that you see when you registry in the ChessOk Playing Zone.

You can finger a player in the list of players to view his or her personal info.

- **Formula** – the button is used to edit formulas that filter the seeks in order to show only those that match the formula. For example, you can set that all the seeks from the player with ELO below 1600 will be hidden. In case you were challenged by such a player, he will see a decline message.
- **Friends** – this button opens the Friends dialog.

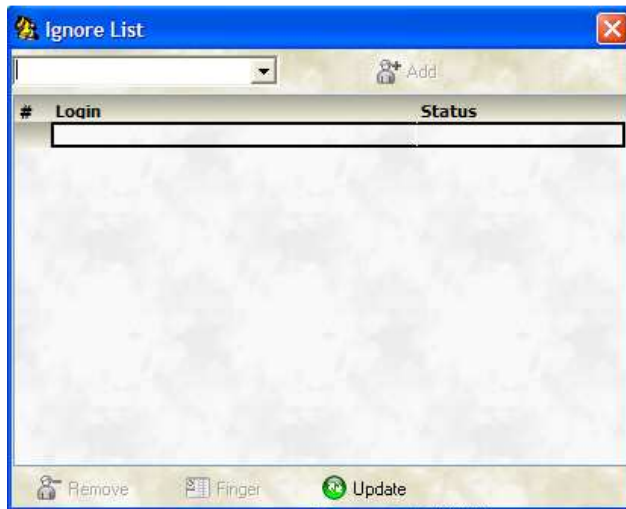


Use the drop-down list of players to choose one and click **Add** button to add a friend. You can remove a friend using the corresponding button, view his or her personal information with the Finger button and refresh the list.

Now when your friend enters ChessOk Playing Zone, you will see the message in the console



- **Ignore** – create the black list of players. The Ignore list dialog has the same interface with the Friends dialog



Now all the actions of the ignored person are hidden from you – his seeks, messages and addressed challenges. But you still can challenge him or send him messages (unless he is ignoring you too).

5.2. Info panel

Click the **Info** tab in the bottom of the **Players list window** to see the information and news



5.3. Players window

Here are the list of all players, currently logged in and their status (the status is coded with color). Click on a player and use the local menu to perform the following actions, both for the selected player only or for all the players list:

Rating	St	Login	Bullet	Blitz	Standard	Status
2018	2	ratibor_v_v	1600	2018	1600	IDLE
1776	0	rator	1600	1776	1600	PL
2715	5	ravil	2422	2715	2000	PL
1898	2	razk	1562	1898	1863	PL
2774	2	Razryadnik	2000	2774	2000	
1680	0	Reanimator50979	1468	1596	1680	PL
1551	1	Red_Bull_80	1551	1386	1515	PL
2278	5	regioner	1527	2027	2278	
2340	5	REKA	2029	2340	1900	PL
2353	2	Rekviem	1947	2353	1863	
1620	0	RGN13RGN	1600	1620	1600	PL
2103	5	Richter	2101	2103	1873	
2551	2	RiverDance	2405	2551	1600	N/A
2175	7	rliberzon	2175	2095	2076	PL
1562	0	rmk1999	1475	1508	1562	
1787	4	RNK	1677	1787	1781	
1600	0	RoboCast (a)	1600	1600	1600	
1600	0	robocomment (a)	1600	1600	1600	IDLE
2267	6	Rodionov_Roman	2267	2171	1528	TOURN
1676	1	rodnichok	1423	1676	1600	PL
2226	6	rodonit2	1600	2226	1600	
1600	0	rojoynegro06	1600	1384	1600	PL
1577	1	Roman_Lobanov	1500	1423	1577	PL
2833	6	Romanov_Stas_AI	2715	2833	2200	N/A
2178	1	Romantik	2178	2119	1600	
2033	1	Rosel	1672	2033	1618	PL

Players: 1301, GMs: 3, IMs: 9

Match | Finger | Tell | Follow | Refresh

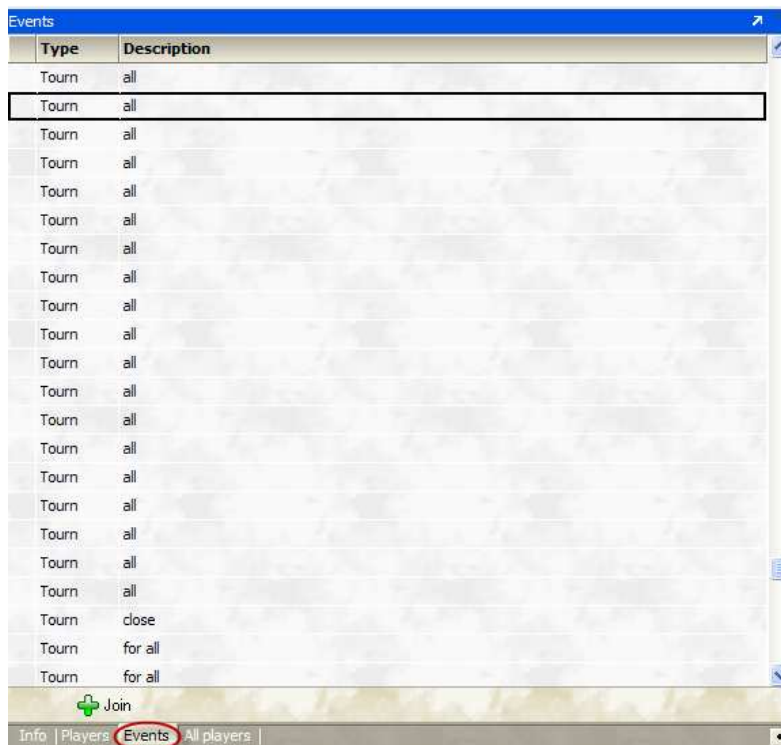
Info | **Players** | Events | All players

- **Ping** – ping your opponent, in case he or she answers slowly
- **Finger** – shows information about the player
- **Match** – make an addressed challenge
- **Unmatch** – cancel all challenges for this player

- **Private Chat** – send private messages for this player in a separate window (it won't be visible to anyone but you two)
- **Tell** – send a message to this player using the common console (it will be visible for all users)
- **Observe** – lets you watch the current game of this player
- **Follow** – you will automatically observe any game of this player
- **Send letter** – creates an email for this player
- **Assess** – an evaluation of the potential rating changes after a game with this player
- **Add to friends** – add the player to the friend's list
- **History** – the program finds the last 20 games of the player and lists it in the Server games window
- **Search games** – the program finds all the games of the player and lists it in the Server games window
- **Formula** – Shows the formula of the player, if it exists
- **Setup Filter** – Sorts player by rating and registration type
- **Auto-refresh** – Refreshes the list automatically from time to time
- **Refresh** – Refreshes the list instantly
- **Request Skype call** – suggest a player to call you in Skype, if you have entered your Skype login in the registration form and if your partner has done the same.

5.4.Events window

Click **Events tab** in the bottom of the first (upper left) frame. The *Events* window will be opened



Type	Description
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	all
Tourn	close
Tourn	for all
Tourn	for all

Join

Info | Players | **Events** | All players

Here you can find information about current, past and future events in the Zone. Here are always shown the best three games (ELO rating sum of the players) being played now, and all the tournaments in which you can take part.

5.5.Challenges window

Here are listed all the opened challenges, that are not accepted yet, and all the information about each of them, such as time control, game type, rated or not, etc. Click the column header to sort descending by this parameter. If you click on time panel, it will be sorted by the length of the game. To sort ascending, click the header twice.

Rating	Login	Rated	Type	Time	Increment	Color	Kind	FreeStyle
1318	lobist	yes	Bullet	1	0		seek	
1442	Krasatulechka	yes	Standar	23	0		seek	
1600	churzik	yes	Standar	15	0	white	seek	
1687	Hochu_zhit'_u_morya	yes	Bullet	1	1		seek	
1715	Deutschland-1	yes	Blitz	5	0		seek	
1731	Hochu_zhit'_u_morya	yes	Blitz	3	1		seek	
1735	Portwine	yes	Blitz	5	3		seek	
1780	AK03	yes	Bullet	2	0		seek	
1793	Olejniov_Vladimir	yes	Blitz	10	0		seek	
1812	Teach_Schulze	yes	Bullet	1	0		seek	

Lag: 0,10 s. Win: 1902 Draw: 1886 Lose: 1870

Accept
 Decline
 Delete
 Finger
 Unavailable

Challenges | Seek diagram | Adjoined games

5.6.Seek diagram tab

In this tab (bottom part of the *Challenges* window) all the seeks are presented as dots on the plot. Vertical axis is time control, horizontal – player rating. Additional data of the seek is presented in the pop-up hint.

Local menu lets you create seeks from this tab and accept or decline challenges. For more information, see 2.5. *Using Seek diagram*

5.7.Adjourned games tab

Here are listed adjourned games that you have begun to play and postponed using **Adjourn** button in the *Game mode Ribbon*. You can activate this tab in the *Challenges* window, or using **Object panel**.

Adjourned games		
BaseID	Login	Brief Info
893401112	gdm	5 0, (19:33:02,22:06:2011)

Click the selected game, the buttons



become active. The button **Resume** is active only if your opponent is logged in now. The same options are available from the local menu.

- **Resume** – send an invitation to resume a game. The color of the line changes.
- **Resign** – resign a game without replaying. It will vanish from this list and appears in History as a loss. Your opponent gets a message, that you have lost and he or she has won a game.
- **Load** – view a game without replaying.
- **Finger** – click this button to view main information about your opponent.

5.8.Console window

In the *Playing Room* the **Console** window is situated in the top right frame together with

Channels/Groups tab. Activate it by using **Console** tab



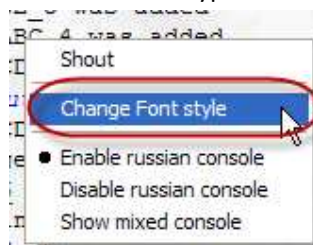
or



Object panel button



The *Console* is used to exchange messages through players. Here you can post your messages to everyone or to a selected player, post advertisements with hyperlinks and so on. You can set it up using



Change Font Style button in the local menu

5.9.Channels/groups

This tab is in the same window with the *Console*.



You can join a channel or create your private group.

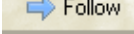
5.10. Games window. Observing games

Status	Rating W	White	Rating B	Black	Rated	Time type	Time	Inc	Movs
Examining	2356	Nozdrachyov_Leon	2356	Nozdrachyov_Leon					
0:1	2319	Polovoj_Gigant	8213	ObamaISaMARXIS	Yes	Blitz	3	0	W:2
Finished	2176	Dmitriev_VA	8214	ObamaISaMARXIS	Yes	Blitz	1	2	B:1
1/2:1/2	2815	*Carlsen	2776	*Karjakin	Yes	Standard	120	0	W:1
1:0	2815	*Carlsen	2776	*Ivanchuk	Yes	Standard	120	0	W:1
1/2:1/2	2774	*Nakamura	2815	*Carlsen	Yes	Standard	120	0	W:1
1/2:1/2	2744	*Radjabov	2815	*Carlsen	Yes	Standard	120	0	W:1
0:1	2776	*Ivanchuk	2776	*Karjakin	Yes	Standard	120	0	W:1
1:0	2776	*Karjakin	2776	*Ivanchuk	Yes	Standard	120	0	W:1
1:0	2776	*Ivanchuk	2774	*Nakamura	Yes	Standard	120	0	W:1
1/2:1/2	2774	*Nakamura	2776	*Karjakin	Yes	Standard	120	0	W:1
1/2:1/2	2776	*Karjakin	2744	*Radjabov	Yes	Standard	120	0	W:1


Here are listed all the games, currently being played. You can get the widest information about the game without observing it. There are time control, players' rating, time used by both players, number of moves. Click the header to sort by the selected column. You can also filter columns from the local menu.

5.10.1. Observing games

If you have found an interesting game and want to observe it, go the *Players* tab, find a player whose

game you want to observe and click **Follow** in the local menu or below the panel . Note, that now all the games of this player are being followed. If you want to stop following him or her, click

Unfollow .

Also you can find an interesting game in the list of games on the *Games* window, and double-click it or press the **Observe** button . You can observe several games at a time.

All the events on board are refreshed automatically, including cases when someone is demonstrating a game or giving a lecture. All the comments and markers are also displayed and visible for everyone.

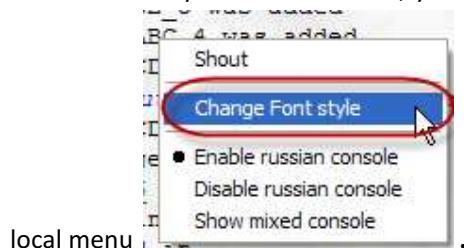
5.11. Communication in the Playing Zone

5.11.1. Talking via Console

The main place of talking in the Playing Zone is the *Console*. It supports message exchange between the players and the server.

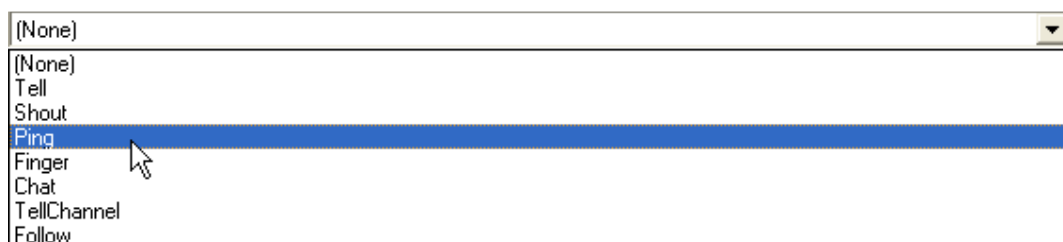


In the upper part the messages from players are situated – advertisements, tournaments and just remarks. The messages can be general, for everyone (marked black) and personal (marked blue). Personal messages are seen only by the sender and recipient. Many of the messages are hyperlink and are activated by mouse-click. Also, you can change message style, by clicking **Change font style** in the



local menu

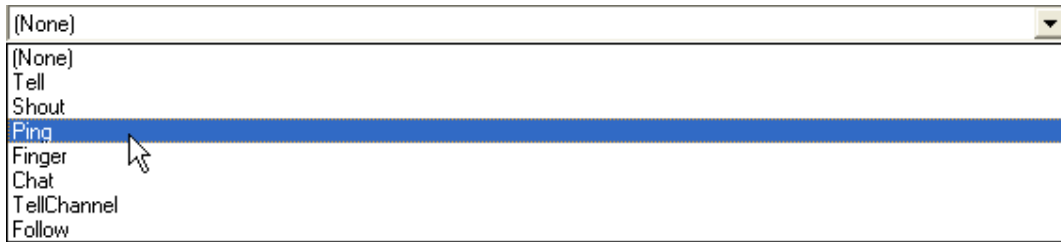
You enter the commands and text in the bottom part of the window. Commands are special notifications that are used to distinguish different types of messages. You can either type them or choose from the list-box.



Note that you can click on the player's remark in the *Console* and your message will be sent for him, that is, you reply him. The text of the message is written beneath the command line.



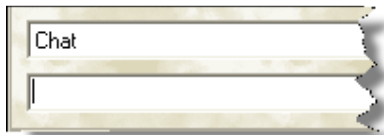
5.11.2. Main console commands



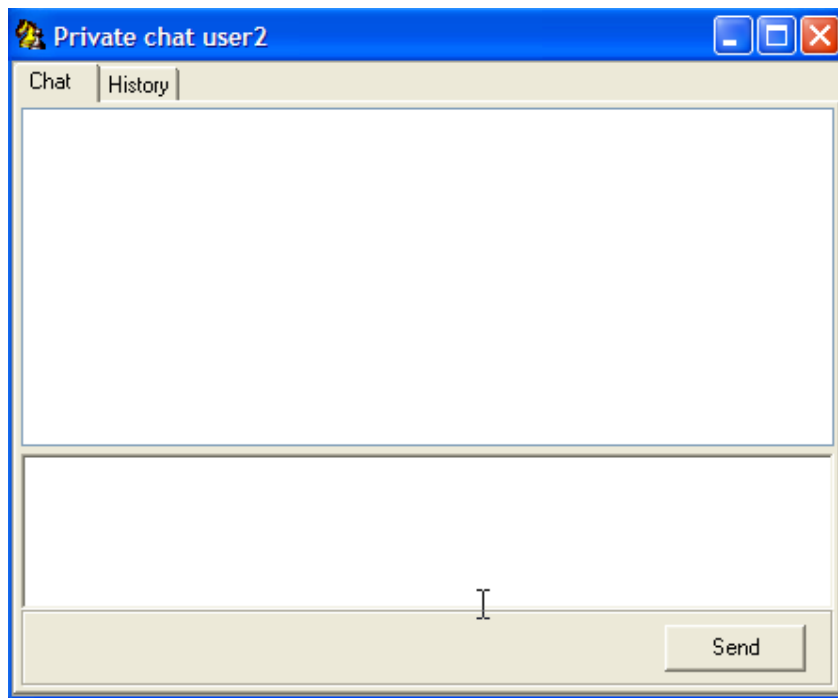
- ***Tell*** – send a message to someone. In the message line, type the name and the text.
- ***Shout*** – make a message to everyone
- ***ShoutRus*** – create a message for everyone in Russian
- ***Ping*** – check network connection with someone, type the name of the recipient in the message line
- ***Finger*** – View the player information, type the name of the player in the message line
- ***Chat*** – Invite other player in the private chat
- ***TellChannel*** – create a message for everyone in the current channel.
- ***Follow*** – follow someone's game, type his name in the message line.

5.11.3. Private chat

You can speak with someone tête-a-tête, using *Chat* command

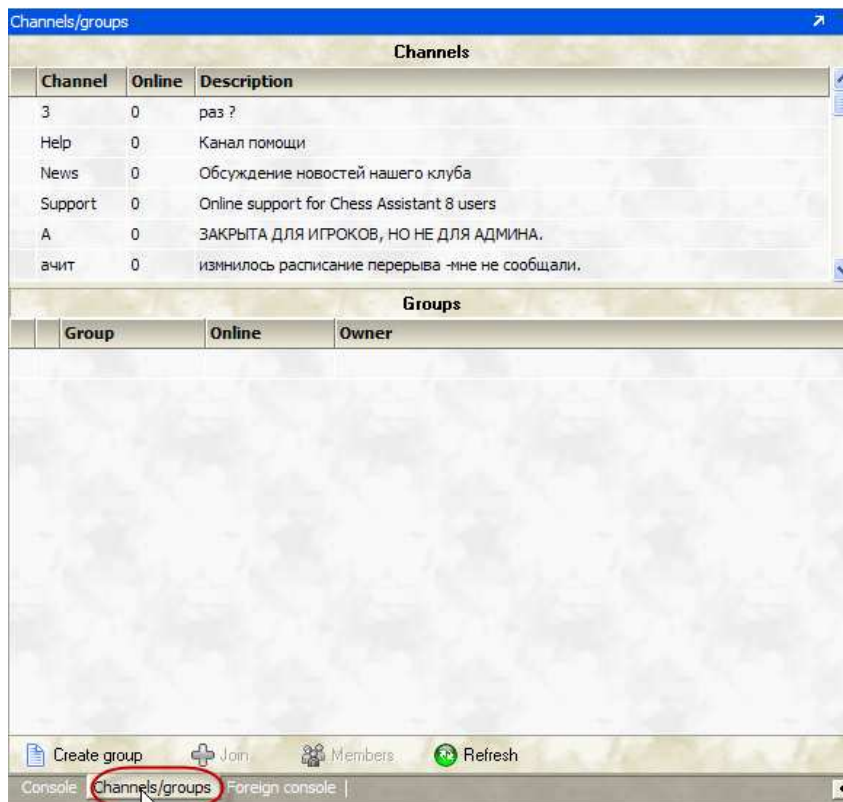


Then a window, similar to classic ICQ or Jabber message window appears.

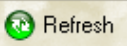



5.11.4.Channels and Groups

Our Zone has channels for private chat for a group of people. The information can be found in the *Channels/Groups tab*.

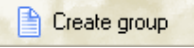


Channel is used as a general chat for all members of a Channel. There're a fixed number of Channels in the system and the Channel exists notwithstanding the number of people joined to it.

For every Channel in a list there's Channel name, number of players currently in it and a short description. Use the **Refresh**  button to get up-to-date information about a Channel.

Use the **Join**  button to start watching the Channel. You will see an icon left from the name of the Channel, and the conversations are held in the special window. To leave the Channel, close the window.

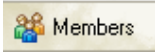
Beneath the *Channel* panel there is the *Group* panel. There is the information about the current groups. The Groups, unlike Channels, are created by users and vanish as soon as the last member leaves.

To create a Group, press the **Create Group**  button. Check the **Authorization** box to limit access to the group, it means, you need to verify any user who want to connect.

After you have created a group, it appears in the list of the Groups. Also, in the bottom *Command* line appears the new command – *Group* <groupname> to send commands for the Group.

When you write such a message, a new window appears, same as for *Private chat*.

There are 2 tabs: **Chat** and **History**. All the messages are written in the *Chat* window and doubled in the *History* window (used for long conversations). The text is typed in the bottom part of the window. Press **Send** or [Ctrl+Enter] to send a message.

You can view the members of the group, using **Members** button .

To join an existing group, select it in the window *Groups* and then click **Join** . To leave the group, close the dialog window.

6. Tournament mode

Pressing the **Tournament** button in the **Object panel**, you come to the *Tournament* mode. There are four frames and ten windows; the *Ribbon* is blank. In the first frame you will see the list of the tournaments, currently played or announced (**Tournaments list tab**):

Name	Type	Start Time	Players	Time	Inc	Description
Ludmila	7/Swiss	20:31	0	5	0	the three best
roza	9/Swiss	20:40	3	3	0	roza
[960] 3+0	7/Swiss	21:00	0	3	0	[960]
0145aABCDE_1	5/Swiss	21:00	0	25	0	training
Ludmila 9	7/Swiss	21:01	0	5	0	for all
2110CDE_2-1	7/Swiss	21:10	0	2	-1	>1900
2115aABCDE_1+1	11/Swiss	21:15	0	1	1	training
2115aABCDE_3	7/Swiss	21:15	0	3	0	training
2120aABCDE_1+1	7/Swiss	21:20	0	1	1	training
2130_T3_1	2/Round	21:30	0	1	0	3 boards
3+0	2/Round	21:30	0	3	0	2 boards
roza	10/Swiss	21:30	5	3	0	roza
2135CDE_1-1	Round	21:35	1	1	-1	>1900
roza	9/Swiss	21:45	1	3	0	roza
2150AB_2	Knock-out	21:50	0	2	0	<2000
2150CDE_2	Knock-out	21:50	0	2	0	>1900
2155ABC_1+1	7/Swiss	21:55	0	1	1	<2200

Join
 Players
 Refresh

Tournaments List | Finished tournaments | Archive |

6.1.Tournament list

Click the tournament you are interested in, and you will see three buttons beneath:

- **Join** – use the button to take part in the tournament
- **Players** – view the list of the registered participants of the tournament

Starting at: 24.06.2011 19:31, time control: 3 0	
Sort by:	<input type="radio"/> Login <input checked="" type="radio"/> Rating
2705 Sektor_Gaza	2147 Gotian
2485 ProtoGRAND	2125 Nail'_Fahrudinov
2460 Oleg_Naumenko	2080 Himik-A
2432 vitoriochemin	2079 Chapap
2371 futshah	2074 vinogradov_valerij
2356 Badma_IotoS	2033 Nikita_Komissarov
2334 Basket1947	2021 granit_56
2320 Gricenko_Sergej	1942 kambulat9
2301 AlexNS	
2219 Vihrenko_Aleksandr	
2209 Timofeev_Artur	
2191 VladimirP	
2184 Konstantinidi_Dima	
2181 Darikbaev_Murat	

Finger
 Close

- **Leave** – leave the tournament, cease to be a participant. Note that you should confirm your decision.
- **Refresh** – use this button to refresh the list of the tournaments and to use chat.
Every round, automatically, you will be chosen an opponent, and the game will start. Also you can track results of the games using the Results/Timetable window

Tell Judge
Tell players
Update

Every line stands for a game. In the local menu you can do the following actions:

- **Tell judge** – private chat with the judge
- **Tell players** – private chat with the two players
- **Update** – update the table

After the tournament all the played games are saved to the server base and players' histories.

The active tournaments are marked green, the ones that will start soon – yellow. In the same frame there is the second window, **Finished tournaments**. There is the list of recently finished tournaments, they are marked gray:

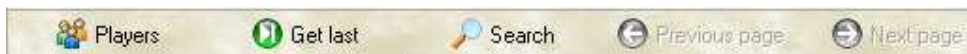
Name	Type	Start Time	Play	Time	Inc	Description
п	5/Swiss	25 Сен, 17:28	10	1	-1	п
п	5/Swiss	25 Сен, 17:36	11	1	-1	п
OK	5/Swiss	26 Сен, 08:50	9	3	0	Ok
ololo	5/Swiss	26 Сен, 16:25	21	3	0	ok
Ва	5/Swiss	26 Сен, 19:31	9	1	-1	ва
в	5/Swiss	03 Окт, 00:05	19	1	-1	а
в	7/Swiss	03 Окт, 00:37	9	1	-1	а
в	7/Swiss	03 Окт, 00:50	11	1	-1	а
е	7/Swiss	03 Окт, 12:06	9	1	-1	п
а	7/Swiss	03 Окт, 12:24	19	1	-1	а
Ванёр	7/Swiss	03 Окт, 16:40	16	1	-1	1-1
Ванёр	7/Swiss	03 Окт, 16:51	12	1	-1	1-1
Ванёр	7/Swiss	03 Окт, 17:01	7	1	-1	1-1
Ванёр	7/Swiss	03 Окт, 17:14	10	1	-1	1-1
Ванёр	7/Swiss	03 Окт, 17:25	16	1	-1	1-1
Турнир	11/Swiss	03 Окт, 18:05	17	1	0	1+0
онлайн	7/Swiss	03 Окт, 21:20	8	3	0	онла

Join Players Refresh

Tournaments List **Finished tournaments** Archive

You can only view the list of the players in these tournaments.

The third tab, **Archive**, stores all the tournaments ever played.



You can click the **Get last** button to see the last 50 tournaments, and **Players** button to see the list of the participants. **Search** button is used to find tournaments either by time of the tournament or by name

Search parameters

☒ Search by name

☐ Substring

☒ Search by start time

From: 19.06.2011 To: 24.06.2011

Search Cancel

To go through the list of the tournaments, use the **Previous page** and **Next page** buttons.

6.2.Console

The second frame, rightmost top, stores two *Consoles* – main console and foreign console. It works the same as in the *Playing Room*, but for the foreign console, that is used to show messages in the foreign language (Russian or English). Use *Options – Language* menu to set this consoles up.

6.3.Table

Table

Results Schedule

Sort by: Place

Show Me Refresh

#	Players	1	2	3	4	5	6	7	8	9	Points	WP	Pr
1	fidar (2242)		+13	-3	+15	+11	+2	+9	+6	+4	7.0	25.0	29
2	antidoza (2448)	+8	+4	-11	+3	+9	-1	+5	+10	-7	6.0	31.5	33
3	Chizhov_Aleksej (2470)		+9	+1	-2	+4	+5	+10	+7	-6	6.0	29.0	29
4	Olimpiec (2401)	+10	-2	+8	+11	-3	-9	-6	+12	-1	4.0	32.0	24
5	Alex_Zvigelsky (2499)			-9	+12	+8	-3	-2	+	+10	4.0	18.5	11
6	Nawin (2317)					+12	+8	+4	-1	+3	4.0	17.0	13
7	vtr40 (2040)					+10	+12	+8	-3	+2	4.0	15.5	13
8	Himik-A (2076)	-2	=10	-4	+14	-5	-6	-7	+9	+12	3.5	27.5	13
9	Rodionov_Roman (2178)		-3	+5	+10	-2	+4	-1	-8		3.0	27.0	14
10	HUG (2172)	-4	=8	+16	-9	-1	+	-3	-2	-5	2.5	27.5	12
11	Prokopenko_Alexandr (2336)		+	+2	-4	-1					2.0	7.0	6
12	kambulat-9 (1927)				-5	-6	-7	+	-4	-8	1.0	12.0	2
13	scorpion (2289)	+	-1								1.0	0.0	1
14	Kazakov_Vitalij (2194)			=15	-8						0.5	0.0	1

The **Table** window is situated in the leftmost bottom frame and is used to show the results of the tournaments. It has three tabs: **Results**, **Schedule**, and **Boards**.

The **Results** tab is opened by default and shows the results of the selected tournament in a special table. You can find the results of the games there, total sum of points, Berger coefficients, and place in the tournament.

The **Schedule** tab shows the same information, but with more details.

The **Boards** tab is available only for the certain tournaments and shows the information, about on which board which game took place

Top players count:

Board	Login	Pts	Team
Board #1	Ohotnik_Vladimir	1 of 1	Zenit 84
	Zav'yalov_Vlad	1 of 1	Kharkov
	Krugovert'	1 of 1	Pensioners end C
	Mihail_Demidov	1 of 2	Yunost' Moscow
	V_perspektive_Gross	1 of 2	Rigoletto
	Tsydypov_Zhamsaran	1 of 2	MagicStar
	Oleg_Kozlov	1 of 2	Chelsea Fans
	Aleksandr_Tyurin	1 of 2	Chelyabinsk
	vyshibala	1 of 2	Zenit
	Gorlanov_Vladislav	1 of 2	Smolensk
	Pro100_igrok	1 of 2	Juniors
	Zhuravlev_Vyacheslav	1 of 2	Balakovo
	Biriukov_Nikolay	1 of 2	Guardians
	Shuvalov_Eygenij	1 of 2	Galaktikos

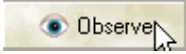
6.4.Tournament games

The last frame stores the last three windows: **Tournament games**, **Info** and **Log**.

Tournament Games									
Status	Rating W	White	Rating B	Black	Rated	Time type	Time	Inc	Move
Playing	2713	Gorlanov_Vladislav	3022	Mihail_Demidov	Yes	Blitz	3	0	B:24
Playing	2849	Tologontegin_Sem	2792	AS_junior	Yes	Blitz	3	0	B:21
Playing	2703	Sidorov_Anatolij	2912	Kruchinin_Pavel	Yes	Blitz	3	0	W:26
0 : 1	2502	Vladimir_Simakov	3089	Igor_Miladinovic	Yes	Blitz	3	0	W:64
Playing	2658	Pro100_igrok	2929	Biriukov_Nikolay	Yes	Blitz	3	0	W:35
Playing	2446	Oleg_Kozlov	3135	Tsydypov_Zhamsar	Yes	Blitz	3	0	B:25
Playing	2805	Romanov_Stas_Al	2734	Devaev_Aleksandr	Yes	Blitz	3	0	B:25
Playing	2644	Lugovskoj_Maksim	2889	Goryachev_Eduard	Yes	Blitz	3	0	W:20
1 : 0	2680	tt-75	2842	Khoroshev_Niki	Yes	Blitz	3	0	B:44
1 : 0	3134	Tsydypov_Zhamsar	2384	Toropov_pavel	Yes	Blitz	3	0	B:15
Playing	2665	V_perspektive_Gro	2835	Aldohin_Ivan	Yes	Blitz	3	0	W:21
Playing	2793	Petr_Popovkin	2701	Usmanov_Vasily	Yes	Blitz	3	0	B:19
Playing	2699	Blinov_Oleg	2757	Chuvilo_Kosta	Yes	Blitz	3	0	W:24
Playing	2786	Ohotnik_Vladimir	2657	Sinev_Anton	Yes	Blitz	3	0	B:23
Playing	2933	somnevayus'_ya	2458	Robert_Davydc	Yes	Blitz	3	0	B:27
Playing	2936	student_1	2411	PER_ASPIRA_AD_	Yes	Blitz	3	0	W:20
Playing	2661	MAESTRO_84	2680	Kozlov_Stanislaw	Yes	Blitz	3	0	W:25
Playing	2545	Yakovlev_Eygenii	2792	Aleksandr_Renninc	Yes	Blitz	3	0	B:27

☐ Observe
 ☐ Refresh
 ☒ Top games mode

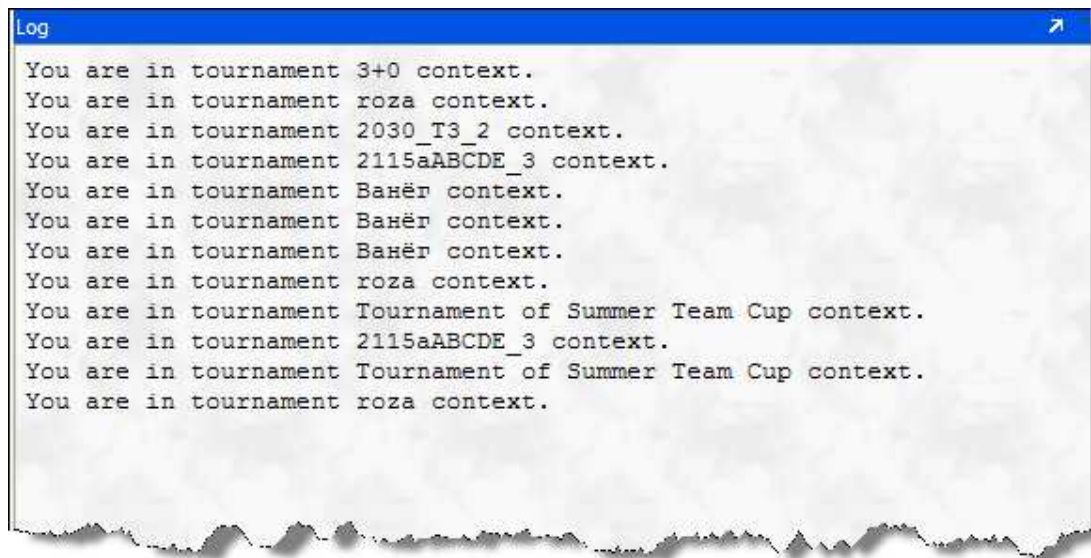
Info **Tournament Games** Log

Tournaments game tab works only for the active tournaments and shows the detailed information about the game. You can observe the game using the corresponding button . Tick **Top games mode** to sort the game by the players' rating sum.

The *Info* pane stores the description of the tournament, filled by its administration



The *Log* tab stores the list of the tournament events



7. Database mode

Our server supports different types of databases that let view games played while the user was away. It is all available in the **Database** mode in the **Object** panel.

Usually the games that are being viewed have no sport result and are demonstrated during lessons, exercises and other teaching activities. An observer (the one who was first to open the game) can add there remarks, comments in the *Notation* and markers on *Board*.

You have access to the following databases:

- 1) **Server base**. It is hosted on our server and is aimed to store all the played and demonstrated games. Any player has access to read them online.
- 2) **History** – this base stores your last 20 games
- 3) **Library** – the part of the server base, where up to 1024 games are stored; you can add games there yourself. Other players, though have access to the Library, cannot edit them.
- 4) **Last commented games** – since August 2004, all the games of the high-rated chess players are automatically commented and saved on server. This list is constantly updated.

7.1.Server base

The *Server base* stores all the games, played in ChessOk Playing Zone, and it is accessible for everyone. You can perform a number there, all them available from the toolbar below the *Server base* panel (top left window). Here is the description of them:

Server games											
RatW	White	RatB	Black	Flags	Rated	TimeT	Time	Inc	Result	Date	ID
2130	M	2190	Artur_K		yes	Bullet	1	0	0 : 1	01.06.2011 15:42	820427319
2279	Sarbaev_I	2117	M		yes	Bullet	1	0	1 : 0	01.06.2011 15:44	820427520
2108	M	2084	Go27		yes	Bullet	1	0	1 : 0	01.06.2011 15:46	820427663
1354	Ikita1999	2123	M		yes	Bullet	1	0	0 : 1	01.06.2011 15:48	820427859
2124	M	2069	Go27		yes	Bullet	1	0	1 : 0	01.06.2011 15:50	820428081
2137	M	1859	dumby		yes	Bullet	1	0	1 : 0	01.06.2011 15:51	820428269
1604	amelya	2235	M		yes	Blitz	3	0	0 : 1	05.06.2011 19:04	833352351
2236	M	1910	Climberman		yes	Blitz	3	0	1 : 0	05.06.2011 19:12	833353337
2485	Rubcova_	2240	M		yes	Blitz	3	0	1 : 0	05.06.2011 19:16	833353969
2142	M	1322	Kuznecov_		yes	Bullet	1	0	0 : 1	05.06.2011 19:20	833354550
2110	M	1728	Sanatullin_F		yes	Bullet	1	0	1 : 0	05.06.2011 19:23	833354836
2234	M	2355	Kazakov_M		yes	Blitz	3	0	1 : 0	05.06.2011 19:29	833355608
2255	M	1600	Il'ya_Alek		yes	Blitz	3	0	0 : 1	05.06.2011 19:37	833356587
2225	George_Kler	2255	M		yes	Blitz	3	0	0 : 1	05.06.2011 19:44	833357460
2270	M	2406	ne_otichnik		yes	Blitz	3	0	1 : 0	05.06.2011 19:53	837519254
2198	Kristina_B	2292	M		yes	Blitz	3	0	1 : 0	05.06.2011 20:02	837520126

Library
 History
 Search...
 Load
 Delete

Server games | Player Rating |

- **Search** – after you press this button, the **Search** dialog appears. There you can find games played by certain players. Note that you can search them in black and white, only in black, only in white or a pair of players, notwithstanding the color they played. For example, find all the games between you and your friend.

Now you will see the list of games, fitting in your query.

- You can click on any game, press **Load** and edit it. Note, that you cannot delete the loaded game. It is available from the local menu too. You can save it to your *Personal Library* or to the local base.
- The next button is **History**. Here we store games that you have already played; when you click *History* button below the *Server base* window, your last 20 games appear in the list. Same as for *Server base* games, you can edit them after you have loaded them from server.
When you load a game, it appears in the **Object panel** as *Stored*. Note, that you cannot save your modifications in the same game, you need to create another one using *Save* or *To Lib* buttons.
- **Library** button is used to view the games of your *Personal Library*

7.2. Commented games

The Tournament games of the high-rated chess players have been being commented automatically since August 2004. This is a part of *Server base*. The **Last Commented game** window is in the rightmost top frame on main screen.

In the bottom part of the window there are 2 buttons – **Load** and **Update**



. When you click *Update*, the list is instantly updated. As usual, you can choose a game and load it for commenting and revising. The revised game is saved as a new one into the *Local base* or *Personal Library*.

7.3. Local base. Operations with the Local base

This is the unique base, stored on your PC in the \CBases folder. Of course, it is private. You can add games there when you save any in the *Edit* mode – after you have played a game, or edited any of the *Server base* games. Also you can save blank games and fully entered games there, using *File – New game* option.

Local games list is situated in the leftmost bottom frame of the screen.

Local games										
N ▲	RatW	White	RatB	Black	Result	ECO	Time	Inc	Date	Site
1		?		?	0 : 1	0	0		20.06.2011	?
2	1624	PARENDRA	1890	user3	-	3	0		24.06.2011	?
3	1890	user3	1600	gdm	-	5	0		24.06.2011	?

Load
 Delete
 Hide deleted
 Load Base

As always, you can load any game from the list into the *Edit* mode. Note, that now you can save the game, after it is edited, into the same game from which it was loaded. Also, you can delete games from this base, using the **Delete** button. Although it is deleted, it is still in the list of games, but marked gray:

N	RatW	White	RatB	Black ▲	Result	ECO	Time	Inc	Date	Site
1		?		?	0 : 1	0	0		20.06.2011	?

To stop viewing such games, click **Hide deleted** button. The same button will make the hidden games reappear, using **Undelete** button. All these functions are available from local menu too.

7.4. Personal Library

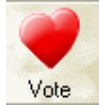
The *Personal Library* is a subset of the *Server base*, where the selected 1024 bases are stored. It is a subset, from where you can delete, add and edit games in any way you want, unlike the general *Server base*. Other Club members though have access to your *Library*, have no rights to delete or edit games there.

You can save a game into the *Library* using *To Lib* button in the *Edit* mode. To view the games, use **Library** button below the *Server base* window (leftmost top frame).

You can load the game from the *Library* to your PC, edit and save, or delete any game. Of course, it will be edited and deleted **ONLY** in the *Library*, you can find it as it is in the *Server base*.

7.5. Contest games

There is a kind of weekly rating of games. You can vote for the best game of the week. The games are listed in the rightmost bottom part of the screen. Double-click on a game will open it in the *Edit* mode,

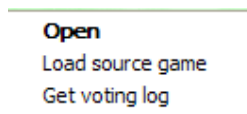


but there will be one new button – **Vote**. Click it to add your vote for the selected game.



When you vote, you can give a game a mark, from 0 to 5. Use the **Source** button to return to the classical view of the game.

In the local menu of each game you can do two more actions (apart from **Open**):



You can view the game without voting toolbar, by pressing **Load source game** (open the game as usual) and also **Get voting log** – list of players with their marks for the game.

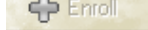
Login	Rating	Date/Ti	Vote	Team
Genius	1800	23.Июн	4	The Kazakh Gambit
Koval'chuk_Aleksej_	2771	22.Июн	0	
Heroin	2050	21.Июн	3	
Da_chto_zh_takoe	1800	21.Июн	3	
polnyj_pridurok	2664	20.Июн	0	
T101	2384	20.Июн	5	Ростов-Пана
Khromkin 1966	2587	20.Июн	4	Vytich

8. Lectures

To load **Lectures mode**, select it in the **Object panel**

In this mode we have 4 frames with windows:

8.1. Lectures window

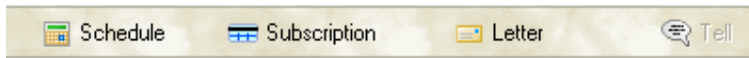
If you are interested in a lection, click it with mouse. Below will appear **Enroll**  button and information about your financial status. If you want to take part in the lecture, click **Enroll**. A YES-NO dialog with lecture price will appear; confirm your participation.

There are two types of lectures: opened and closed. If a lecture is opened, you will become a participant as soon as you enroll; otherwise it will happen after you are authorized.

25 seconds before a lecture you are enrolled to the **Lectures** window will open.

8.2.Lectors window

In the **Lectors** window (leftmost bottom) you can see the list of lectors and perform the following actions:



- **Schedule** – view the Schedules of the lector.
- **Subscription** – buy subscription to this lector
- **Letter** – send a letter to this lector
- **Tell** – chat with lector, if he or she is online at the moment.

8.3.Lecture info window

This window (rightmost top frame) is used to view information about a selected lecture.

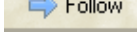
8.4.Lector info window

The window (rightmost bottom frame) views information about a selected lector or about the lector of a selected lecture. You can use *Lecture Info*, *Schedule* and **Subscription** tabs same as with **Lectors** window.

8.5.Participating in a lecture

If you have enrolled to a lecture, the corresponding window will open 25 seconds before it starts:

If you are late for the beginning or want to enroll to a lecture after it has begun, you can do it through *Playing Room – Games* window: select the lecture from the list of the games and click *Observe* in the

local menu. Also you can do it in the *Players* window, by following (*Follow*  button) the lector.

During a lecture, you can either look at the moves of the lector or move yourself. In the first case, the *Lecture* button on the *Ribbon* is pressed; when you begin to move yourself, it becomes active and you can press it to return to the lecture.

The lector can give you tasks, usually – find the best move from the given positions, and give you marks. In the *Observers* window you can see the list of "students" and their marks sum for the tasks.

A Lector can put colored markers in the important part of game. Positions with markers have red triangle in the *Notation*.

Console is also available in the lecture, and all the commands are the same as in *Playing Room*. Same, *Tree* window with opening book is available.

The lecture can be, as usual, saved into the *Local base* and is always saved on *Server base*, in order to load in future.

9. Association mode: Forum, Mail

Association mode combines **Forum** and **Mail** modes, that's why they are united in the **Objects** panel:



The *Forum* mode supports interactive online chess conference about many chess aspects. The *Mail* mode is a unique mail service that is specially designed to send letters with chess data, using the embedded RVF redactor.

Note, that these modes are available only for registered users, not for guests.

9.1.Association: Forum mode

The mode has three windows: **Forums sections**, **Forum threads** and **Voting polls**. In the *Sections* window you can see the whole tree of the forums, such as General ChessPlanet, General ChessAssistant and so on. Every leaf of this tree is a subforum, in which there are topics. The topics of each forum are listed in the *Threads* window

Forum sections

Title

Часто задаваемые

Chess Planet. Общие

Запрос помощи

Ошибки

Предложения

Наказаны за

Chess Assistant. Общие

Запрос помощи

Ошибки

Предложения

Шахматный магазин.

Шахматный инвентарь

Шахматные книги

Шахматные программы

Турниры. Тренировочные

Переписка

Заочные турниры РАЗШ

2-й Призовой

Командные

Free style

Шахматы. Общие вопросы

Очные супертурниры.

Дебют

Миттельшпиль

Эндшпиль

Задачи

Композиция

Команды приглашают...

Другое

Результаты

Заочные турниры РАЗШ




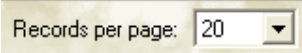


Refresh


Forum threads

Title	Author	Replies	Last reply
Пересечение окна, когда твой ход	Icegood	0	Icegood, 23.06.2011 17:23
Предлагаю ввести апелляционный комитет	Житников_Констан	0	Житников_Константин, 22.06.2011 19:13
можно быть ввести конкурс анекдотов?	minald	3	cosmos0605, 22.06.2011 18:17
принятие решений поощряется аналитиком	Шоколад	0	Шоколад, 19.06.2011 15:25
Борьба с ханством	неОК	10	Герхард_Веллингтон, 19.06.2011 7:40
Векливость	тфрзан	7	kera, 18.06.2011 21:01
предложения	cosmos0605	2	CECILY, 18.06.2011 11:17
Требование мнений	BAIK	5	CECILY, 18.06.2011 11:15
Платный сайт	BAIK	4	Никитенко_Михаил, 18.06.2011 18:57
Борьба с Лексран!	sergey555	3	sergey555, 10.06.2011 16:11
Шахматы Фишера	Никофор_Кандара	3	BAIK, 10.06.2011 12:49
Предлагаю турнир по 71пос10	K-1-A	3	BAIK, 10.06.2011 12:48
турнир	Корольчес	1	IKg1-f3, 09.06.2011 6:52
Изменение подсчета очков в командных турнирах	Кравченко	1	IKg1-f3, 09.06.2011 6:48
Турниры	BAIK	0	BAIK, 08.06.2011 15:18
официальный логин и игровой гостен - решение	анти_дрога	23	Шоколад, 05.06.2011 14:09

Records: 1 - 20
Records per page: 20
Add post
View post
Refresh

The last window, *Polls*, is used to create voting. The topic can be any – quality of the connection, interesting games, time of the lag, etc. Note, that only administration can create them, the users can only vote, using the **Vote** button below.

The most important actions that you can perform are in the *Threads* window. You can view the thread (**View post** button  or double-click on a thread), add post to a thread  and refresh the list . You can also choose the number of records per page  and select page  .

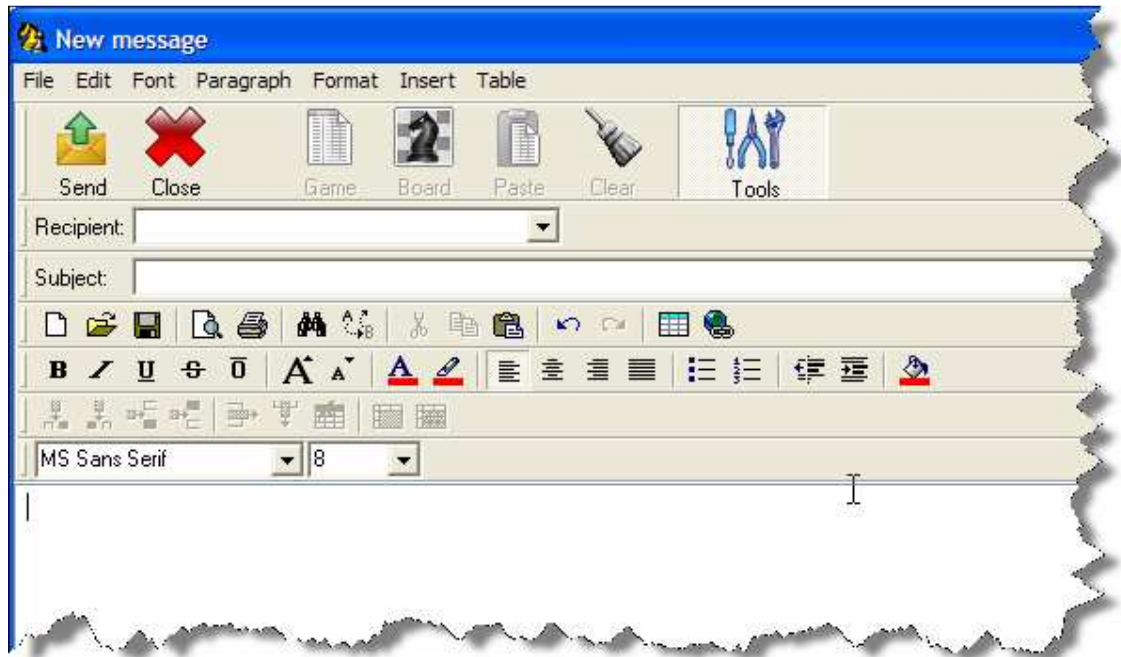
You cannot edit the *Sections* window, so the only button available is **Refresh** .

9.2.Association: Mail mode

This mail client works as usual for such software. You have a list of mail that can be filtered: inbox,



- **New letter** – creates a new letter in a new dialog:



Enter recipient name (friends are listed in the dropdown box) and mail subject. Then type the letter body. You can use the upper Ribbon to change fonts, paragraph formatting, insert Board and so on.

- **View** – view the received or send letter.
- **Reply** – answer to the letter.
- **Forward** – send the received letter to another recipient.
- **Delete** – delete message

10. Correspondence mode

This mode is designed for the correspondence play. Note, that there are only tournaments. It has 2 submodes – **Playing Room** and **Person**. The first is used to manage tournaments, the second – to view the detailed information about a player.

10.1. Correspondence: Playing Room

This mode has, as usual, four frames and 12 windows, grouped in these 4 frames. Note, that there is no *Ribbon*!

The first (leftmost top) frame stores 3 windows: **Tournaments list**, **Finished tournaments**, and **Team tournaments**.

Tournaments List						
Name	Start Time	Players	Time	Dead	Limit	Description
Сентябрь_	02 Сен, 18:00	3	40 days / 20 moves	01:00	60 days	Официальный, Эл
Август_20	05 Авг, 18:00	3	40 days / 20 moves	01:00	60 days	Официальный, Эл
BCDE10+2	10 Июл, 20:06	5	10 days + 2 days	00:00	30 days	
Class 29	10 Июл, 06:33	3	30 days / 10 moves	01:00	80 days	Class 29
A 5+1	02 Июл, 20:44	9	5 days + 1 day	00:00	30 days	
Superclass	01 Июл, 20:10	5	40 days / 10 moves	00:00	365 days	Свыше2300
Июль_201	01 Июл, 18:00	2	40 days / 20 moves	01:00	60 days	Официальный, Эл
A 15/10	01 Июл, 10:45	15	15 days / 10 moves	00:00	30 days	
A 10+2	30 Июн, 20:44	21	10 days + 2 days	00:00	30 days	
Полуфина	30 Июн, 20:32	9	30 days / 10 moves	00:00	365 days	Свыше 2300
Альперт	21 Июн, 18:29	25	50 days / 10 moves	00:00	365 days	Официальный тур
Альперт	21 Июн, 17:30	25	30 days / 10 moves	00:00	30 days	Турнир, посвяще
A 10+2	20 Июн, 20:35	13	10 days + 2 days	00:00	30 days	
A 15/10	19 Июн, 20:35	11	15 days / 10 moves	00:00	30 days	
A 10+2	18 Июн, 20:32	9	10 days + 2 days	00:00	30 days	
A 5+1	17 Июн, 20:44	11	5 days + 1 day	00:00	30 days	

Tournaments List | Finished tournaments | Team tournaments |


Tournaments list is the list of all the tournaments, active, finished and announced. Use the **Join** button to take part in the tournament. The **Update** button refreshed the list of the tournaments. Note, that there are many of them and it may take much time to refresh the list.

Active tournaments are green, announced – white. The finished tournaments are marked gray and listed in a separate tab *Finished Tournaments*

Name	Start Time	Players	Time	Dead	Limit	Description
V Кубок	11 Июл, 20:00	2	40 days / game	00:00	00:00	Дополнительный м
V Кубок	15 Авг, 00:00	2	60 days / game	00:00	00:00	Разыгрывается Бо
V Кубок	15 Авг, 00:00	2	60 days / game	00:00	00:00	Разыгрывается Бо
V Кубок	28 Окт, 00:00	2	55 days / game	00:00	00:00	Разыгрывается Бо
V Кубок	12 Сен, 00:00	2	60 days / game	00:00	00:00	Разыгрывается Бо
V Кубок	28 Окт, 00:00	2	55 days / game	00:00	00:00	Разыгрывается Бо
V Кубок	17 Окт, 00:00	2	60 days / game	00:00	00:00	Разыгрывается Ма
V Кубок	05 Янв, 00:00	2	45 days / game	00:00	00:00	Разыгрывается Ма
V Кубок	05 Янв, 00:00	2	45 days / game	00:00	00:00	Разыгрывается Ма
V Кубок	05 Янв, 00:00	2	45 days / game	00:00	00:00	Разыгрывается Ма
V Кубок	05 Янв, 00:00	2	45 days / game	00:00	00:00	Разыгрывается Ма
V Кубок	05 Янв, 00:00	2	45 days / game	00:00	00:00	Разыгрывается Ма
V Кубок	05 Янв, 00:00	2	45 days / game	00:00	00:00	Разыгрывается Ма
V Кубок	11 Окт, 00:00	2	60 days / game	00:00	00:00	Разыгрывается Ма
V Кубок	05 Янв, 00:00	2	45 days / game	00:00	00:00	Разыгрывается Ма

Join Update

Tournaments List **Finished tournaments** Team tournaments

The third tab is *Team Tournaments* (or *Cups*, see *Teams*). Only the members of a certain team can take part in such tournaments. In the list the team ones are marked with the red flag  **Кубок** ; they are not listed in the big *Tournaments list*.

Name	Start Time	Players	Time	Dead	Limit	Description
 1 Лига	15 Ноя, 20:17	5	40 days / 10	00:00	365 days,	Официальный
 Вызов-201	28 Сен, 16:50	5	10 days + 2 days,	01:00	365 days	
 8 марта	08 Мар, 19:45	6	30 days / 10	00:00	365 days	Три доски, официальн
 23феврал	23 Фев, 19:26	6	10 days + 2 days	00:00	365 days	
 Высшая	15 Ноя, 20:32	7	40 days / 10	00:00	365 days,	Официальный
 Мемориал	21 Июн, 18:00	8	40 days / 10	00:00	365 days	Командный турнир по
 1 мая	01 Май, 20:19	8	10 days + 2 days	00:00	365 days	Официальный, 4 доск
 Кубок	09 Май, 20:21	9	40 days / 10	00:00	365 days	Официальный, 6 доск
 1 мая	01 Май, 19:51	9	10 days + 2 days	00:00	365 days	Официальный, рейти
 Кубок	09 Май, 20:58	13	40 days / 10	00:00	365 days	Официальный, 6 доск

Join Update

Tournaments List Finished tournaments **Team tournaments**

The second (rightmost top) frame is used to store games. It also has three tabs – *My games*, *Active* and *Tournament*.

The first tab, *My games*, lists all the games in which you play or have played. There is also written the name of the tournament, the name of the opponent, the date of the last move, time left for each player and so on.



The second pane, *Active*, shows all the games that are played at a moment. There are VERY many of them and that's why it takes very much time to load all of them.

Other Games [2819 games]

Status	Tourn	White	Black	Move	Date Last Move	Time White	Time Black	Initial Tn	GameID	TournID
	Шапта	Bazvk. Gl	Yulia97	1	08 Map, 06:00	29 days, 23:59/9	00:00/10	30 days/1	159498	2710
	Шапта	Yulia97	KLEOPA	1	08 Map, 01:41	00:00/10	30 days/10	30 days/1	159505	2710
	Шапта	Yulia97	galyna	1	08 Map, 01:41	00:00/10	30 days/10	30 days/1	159519	2710
	Шапта	galyna	uralochk	4	13 Apr, 10:02	00:00/7	19 days, 08:36/7	30 days/1	159517	2710
	Шапта	uralochk	Yulia97	1	09 Map, 09:04	29 days, 17:37/9	00:00/10	30 days/1	159497	2710
	Not	Hvescher	Alpert	2	28 Hon, 06:09	59 days, 23:56/3	50 days, 09:28/3	60 days/4	25655	871
	Superda	Miki	Slesari	42	16 Mon, 19:21	71 days, 17:00/1	00:00/1	40 days/1	156659	2699
	Ky6ok	Aleksand	Morozi	20	31 Mon, 13:51	31 days/1	00:00/1	40 days/1	132304	2036
	Ky6ok	Deatvare	King-U	1	10 Mai, 08:16	39 days, 23:59/9	00:00/10	40 days/1	166030	2830
	Ky6ok	Ivan Nes	King-U	1	09 Mai, 23:20	39 days, 23:59/9	00:00/10	40 days/1	165868	2830
	Ky6ok	Jlexa	morozi	1	11 Mai, 20:24	38 days, 23:57/9	00:00/10	40 days/1	166005	2830
	Ky6ok	Lazukin	Kushar	1	10 Mai, 11:48	39 days, 23:59/9	00:00/10	40 days/1	165980	2830
	Ky6ok	Tataurov	Ulissee	6	09 Mon, 21:32	35 days, 10:10/4	00:00/5	40 days/1	166003	2830
	Ky6ok	Ulissee	blinov	6	09 Mon, 08:52	00:00/5	38 days, 06:41/5	40 days/1	165979	2830
	Ky6ok	cruz59	Adis Ab	9	08 Mon, 19:59	00:00/2	27 days/2	40 days/1	132438	2036
	Ky6ok	opeikin E	morozi	1	10 Mai, 07:00	39 days, 23:59/9	00:00/10	40 days/1	165921	2830
	Ky6ok	presnyak	Ulissee	6	39 days, 00:59/4	00:00/5	40 days/1	165961	2830	

Observe Finger W Finger B Log Update

My Games | **Active** | Tournament

The last tab, *Tournament*, is used to view all the games of the selected tournament (for the tournament, selected in the first frame).

Current tournament [298 games]

Status	Tourn	White	Black	Move	Date Last Move	Time White	Time Black	Initial Tn	GameID	TournID
:6h	Ansnep	Lashin Si	bitval	9	26 Mon, 10:51	27 days, 12:59/1	27 days, 13:09/2	30 days/1	169187	2839
:6h	Ansnep	Malin D	Germa	12	26 Mon, 10:12	56 days, 18:50/9	58 days, 06:22/9	30 days/1	169217	2839
:6h	Ansnep	Malin D	Puhov	8	26 Mon, 10:24	28 days, 09:25/3	26 days, 15:43/3	30 days/1	169425	2839
:6h	Ansnep	Pinchuk	Germa	10	26 Mon, 10:14	26 days, 14:10/1	28 days, 14:30/1	30 days/1	169467	2839
:6h	Ansnep	Puhov	Lashin	14	26 Mon, 10:48	58 days, 03:57/7	57 days, 03:28/7	30 days/1	169335	2839
:6h	Ansnep	Puhov	presn	6	26 Mon, 10:23	26 days, 16:45/4	28 days, 14:37/5	30 days/1	169427	2839
:6h	Ansnep	Rudenk	Lashin	7	26 Mon, 10:48	26 days, 18:29/4	28 days, 07:07/4	30 days/1	169260	2839
:6h	Ansnep	San'kov	Lashin	3	26 Mon, 10:47	29 days, 12:31/8	28 days, 18:27/8	30 days/1	169285	2839
:6h	Ansnep	Sergei	Lashin	12	26 Mon, 10:47	59 days, 17:05/9	59 days, 10:25/9	30 days/1	169410	2839
:6h	Ansnep	m2010r	Puhov	8	26 Mon, 10:26	29 days, 12:51/3	25 days, 12:07/3	30 days/1	169475	2839
:6h	Ansnep	oleg sh	Lashin	7	26 Mon, 10:46	27 days, 16:32/4	27 days, 23:26/4	30 days/1	169385	2839
:6h	Ansnep	oleg sh	Puhov	5	26 Mon, 10:23	28 days, 20:00/6	26 days, 19:58/6	30 days/1	169200	2839
:6h	Ansnep	presnye	Lashin	7	26 Mon, 10:48	28 days, 19:18/4	26 days, 07:45/4	30 days/1	169310	2839
:7h	Ansnep	Hohlov	oleg sh	4	26 Mon, 09:29	26 days, 22:09/7	29 days, 02:22/7	30 days/1	169371	2839
:7h	Ansnep	Kolpakov	Genry	9	26 Mon, 09:50	29 days, 15:56/1	25 days, 08:47/2	30 days/1	169351	2839
:7h	Ansnep	Kolpakov	Koval	11	26 Mon, 10:00	56 days, 20:35/9	58 days, 04:11/1	30 days/1	169305	2839
:7h	Ansnep	Kolpakov	Malin	9	26 Mon, 09:44	29 days, 19:23/1	25 days, 05:19/2	30 days/1	169328	2839

Observe Finger W Finger B Log Update

My Games | Active | **Tournament**

The toolbar below has the following options:



- **Observe the game**— opens the game in the Edit mode
- **Finger W** – fetch the information about the White player
- **Finger B** – fetch the information about the Black player
- **Log** – see game log

The third frame (leftmost bottom) is used to store the results of the tournaments. In any moment of time, it displays the results of the tournament, selected in the first frame.

There we have two windows, controlled by two tabs: *Players* and *Table*. The default tab is *Table*; there the results of the games, in the table.

Table

Results Schedule

Sort by: Place

Show Me Refresh

#	Players	1	2	3	4	5	6	7	8	9	10	11	Points	SB	Place
1	Kovalev_Edik		1	1	1	=	1	1	1	1	*	1	8.5	21.3	1
2	Anev_Rosko	0		1	1	*	1	*	*	*	*	1	4.5	10.8	2
3	terpstra44	0	0		1	*	1	1	*	*	*	1	4.0	8.0	3
4	Ivan	0	0	0		*	*	*	1	*	1	1	3.5	4.3	4
5	Genry	=	*	*	*		1	*	*	*	*	1	2.5	6.8	5
6	kamrad	0	0	0	=	0		*	1	*	*	1	2.5	3.8	6
7	eva77777	0	*	0	*	*	*		1	*	*	1	2.0	2.0	7
8	Yaroslav_Nedil'ko	0	*	*	0	*	0	0		*	1	1	2.0	1.0	8
9	Dmitrij_Novikov	0	=	*	*	*	*	*	*	*		*	1.5	2.3	9
10	vitaliy1972	*	*	*	0	*	*	*	*	0	*		1	0.0	10
11	GladiatoR_1	0	0	0	0	0	0	0	0	0	0		0.0	0.0	11

Players Table

The equal sign stays for draw, nil for lose, one for win. A star stays for the game, being played now. The third column from the end contains the points, gained for the tournament, the second one – the Berger coefficient for the round tournaments (the **Buchholz** coefficient for the Swiss games) and the last one – place in the rating of the tournament.

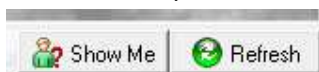
*	*	1	4.0	8.0	3
*	1	1	3.5	4.3	4
*	*	1	2.5	3.8	6

Vitaliy1972 - Ivan

Also, move the cursor over a field with mark, like this to see the players' names in the hint.

You can sort the table differently: by the place (default), by name, performance, rating or join order.

There are only two buttons here – **Show me** (shows the line where you results are written)



and **Refresh**.

In this tab you can also select a subtab – **Results**, described above, and **Schedule**. It hosts the same information, but with more details:

Table




Results Schedule

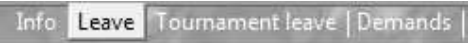
	Tour Pts	Place	Tour 1	Tour 2	Tour 3	Tour 4	Tour 5	Tour 6
Anev_Rosko	4,5	2	* - vitaliy1972	eva77777 - *	* - GladiatoR_1 [1 : 0]	Kovalev_Edik - * [1 : 0]		* - Genry
Dmitrij_Novikov	1,5	9	Genry - *	* - kamrad	terpstra44 - *	* - Yaroslav_Nedil'ko	Ivan - *	
eva77777	2,0	7-8	Kovalev_Edik - * [1 : 0]	* - Anev_Rosko	Genry - *	* - kamrad	terpstra44 - * [1 : 0]	* - Yaroslav
Genry	2,5	5-6	* - Dmitrij_Novikov	vitaliy1972 - *	* - eva77777	GladiatoR_1 - * [0 : 1]	* - Kovalev_Edik [1/2 : 1/2]	Anev_Rosko
GladiatoR_1	0,0	11		* - Kovalev_Edik [0 : 1]	Anev_Rosko - * [1 : 0]	* - Genry [0 : 1]	kamrad - * [1 : 0]	* - terpstra
Ivan	3,5	4	kamrad - * [1/2 : 1/2]	* - terpstra44 [0 : 1]	Yaroslav_Nedil'ko - * [0 : 1]		* - Dmitrij_Novikov	vitaliy1972
kamrad	2,5	5-6	* - Ivan [1/2 : 1/2]	Dmitrij_Novikov - *	* - vitaliy1972	eva77777 - *	* - GladiatoR_1 [1 : 0]	Kovalev_Ed
Kovalev_Edik	8,5	1	* - eva77777 [1 : 0]	GladiatoR_1 - * [0 : 1]		* - Anev_Rosko [1 : 0]	Genry - * [1/2 : 1/2]	* - kamrad
terpstra44	4,0	3	* - Yaroslav_Nedil'ko	Ivan - * [0 : 1]	* - Dmitrij_Novikov	vitaliy1972 - *	* - eva77777 [1 : 0]	GladiatoR_1
vitaliy1972	1,0	10	Anev_Rosko - *	* - Genry	kamrad - *	* - terpstra44	Yaroslav_Nedil'ko - * [1 : 0]	* - Ivan [0 : 1]
Yaroslav_Nedil'ko	2,0	7-8	terpstra44 - *		* - Ivan [0 : 1]	Dmitrij_Novikov - *	* - vitaliy1972 [1 : 0]	eva77777 -

Players Table

The second tab is **Players**. It displays the list of the participants of the selected tournament.



You can sort them either by name or by rating . If you select a player, you can view the short personal information, using the **Finger** button  and view the detailed information about his or her activities in correspondence plays, using the **CorrespFinger**  button. In this case, you will be switched to the *Correspondence-Person mode*

The fourth frame has four tabs. Though by default we see the **Demands** tab, it is used only for judges, when they are asked (demanded) to adjudicate game. The other three tabs are for all users. They are **Info**, **Leave**, and **Tournament Leave** .

Info just stores the additional information about the tournament, if there is any. This is the field, filled when a tournament organizer announces a tournament, but often it is not filled at all, like this

Info

Виртуальный шахматный клуб «Талисман» (VCCT) объявляет о приёме заявок на очередной турнир, который будет проводиться на игровом сервере «Шахматная планета»:

V Кубок VCCT

Регламент:

1. Начало турнира - 15 мая 2006 года. Система игры - олимпийская (с выбыванием). Разыгрываются два кубка: большой и малый. Все участники турнира разбиваются на пары. В каждом туре играют одновременно две партии (белыми и черными).
2. В 1-м туре каждому игроку на партию даётся 75 дней. Во 2-м туре - 60 дней. В 3-м - 45 дней. В 4-м и последующих - 30 дней.
3. В случае неопределившегося победителя пары (если равными оказываются очки, Бергер и т.д.), назначаются ещё для этой пары две партии, с укороченным контролем времени и т.д., пока не определится победитель. Это касается всех туров.
4. Победители 1-го тура, переходят во 2-й тур, где также сводятся в пары для продолжения борьбы за "Большой Кубок VCCT". И т.д. до финального тура, где и будет разыгран "Большой Кубок VCCT".
5. Проигравшие в 1-м туре, выбывают из борьбы за «Большой кубок», но продолжают играть в "утешительном турнире" 2-го тура, где продолжится борьба за "Малый Кубок VCCT". И т.д. до финального тура, где и будет разыгран "Малый Кубок VCCT".

Администратор турнира – Фатеев Сергей Анатольевич

Info | Leave | Tournament leave | Demands

Leave is vacations. Every correspondence player has right to ask for one-month vacations once a year. This tab is used to manage your leaves ([see Person](#)).

Leave days of Orlovskij_Igor'

Month	Days
Январь	0
Февраль	1
Март	0
Апрель	0
Май	0
Июнь	0
Июль	0
Август	0
Сентябрь	0
Октябрь	0
Ноябрь	0
Декабрь	0

NOT on leave

Apr 2011

Пн	Вт	Ср	Чт	Пт	Сб	Вс
					1	2 3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

Today: 26.06.2011

Days of leave available: 29

Update Cancel leave

Games | Finished | Leave | Tournament leave | Challenges

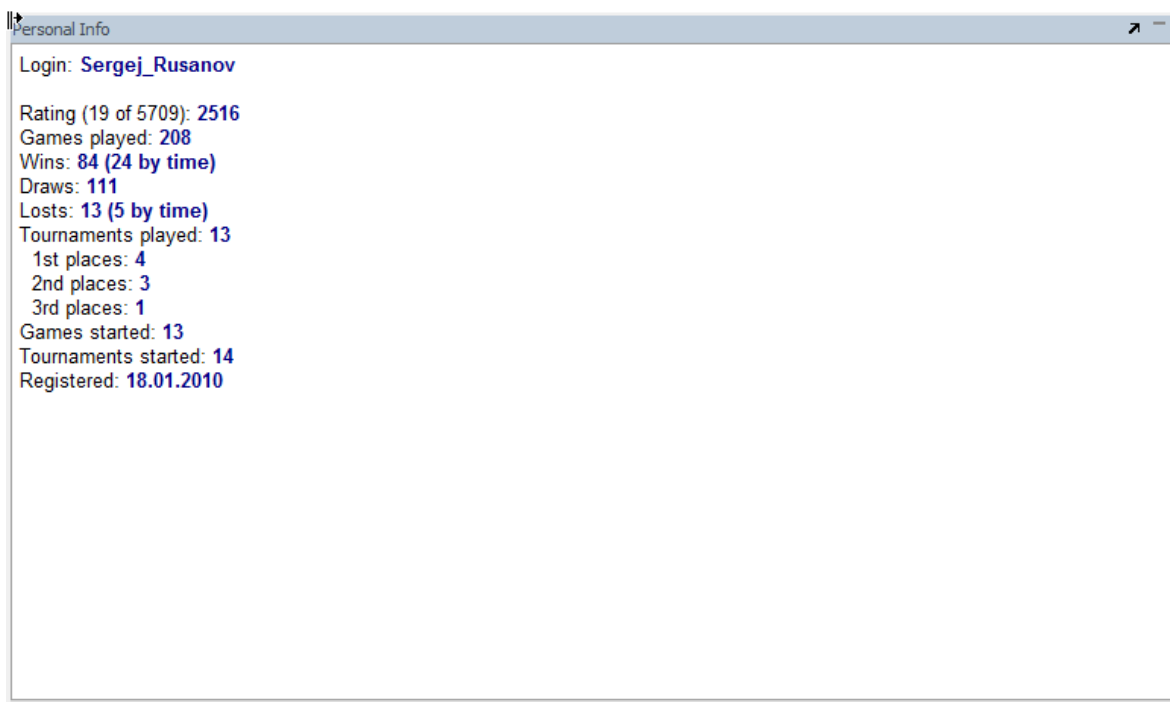
Tournament leave is also vacations manager, but the leave is valid only for the selected tournament.

10.2. Correspondence: Person mode

This mode is used to show information about the correspondence player. Here for four frames we have nine windows.



The first frame stores only one window – personal information about the selected player – ***Personal info.***



You can select the player from the ***Correspondence player list*** that is situated in the bottom left frame (the third one).

list of players

Place	Rating ▲	Login
21	2513	Sibel'din_Denis
20	2514	Sorokin_Valerij
19	2516	Sergej_Rusanov
18	2519	Malyutin_Aleksandr
17	2519	Yusupov_Maxim
16	2522	AdopePlayer
14	2523	Orlovskij_Igor'
15	2523	Sekretaryov_Roman
13	2526	Yusupov_Maksim
12	2528	Ponuzhaev_Maxim
11	2529	Vadim_Lebedev
9	2530	Beskov_Vladimir
10	2530	Tlepcok_Ruslan
8	2539	DeepChess
7	2550	Roha
6	2556	Adventor
5	2558	Polezhaev_Andrej
4	2559	Gudkov_Anatolij
3	2564	Verst_Pasha
2	2568	Osipov_Sergej
1	2571	Kurganskij_Vitalij

Shown: 1 - 50 of 5709

Previous 50
 Next 50
 Top 50
 Finger

In this frame we have one window only, with the list of players. The list has 3 columns: **Place**, **Rating** and **Login**. As long as this is the list of all correspondence players, only 50 of them are displayed at a time, and they are selected so, that the selected player (whose info we see in the first frame) is the best of them. You can use the Navigation buttons to run through the list. Also, you can view the best players – top 50 , and view short information about every player, using **Finger** button.

Normally the players are sorted descending by rating, but you can both change direction

Place	Rating ▲	Login
21	2513	Sibel'din_Denis
20	2514	Sorokin_Valerij
19	2516	Sergej_Rusanov
18	2519	Malyutin_Aleksandr
17	2519	Yusupov_Maxim
16	2522	AdopePlayer
14	2523	Orlovskij_Igor'
15	2523	Sekretaryov_Roman
13	2526	Yusupov_Maksim
12	2528	Ponuzhaev_Maxim
11	2529	Vadim_Lebedev
9	2530	Beskov_Vladimir
10	2530	Tlepcok_Ruslan
8	2539	DeepChess
7	2550	Roha
6	2556	Adventor
5	2558	Polezhaev_Andrej
4	2559	Gudkov_Anatolij
3	2564	Verst_Pasha
2	2568	Osipov_Sergej
1	2571	Kurganskij_Vitalij

by clicking the header of the column and the column to sort – the same way.

When you select a player, his or her tournaments are displayed in the second, rightmost top, frame, in the **Tournaments** tab. It is just the list of the tournaments where a player took or takes part. The finished ones are, as usual, gray, the active are green.

Tournaments of Yusupov_Maksim

Name	Start Time	Players	Time	Dead	Limit Time	Description
Всичуаа	15 Июн, 20:32	7	40 days / 10	00:00	365 days, 04:00	Официальный
КТ4	21 Июн, 23:34	2	40 days / 10	01:00	365 days	
КТ3	21 Июн, 23:28	2	40 days / 10	01:00	30 days	
Кубок	09 Май, 20:58	13	40 days / 10	00:00	365 days	Официальный, 6 досок
3-й финал	02 Июн, 22:59	21	40 days / 10	00:00	60 days	40/10дней + 3/1
A 10+2	24 Сен, 20:23	13	10 days + 2 days,	00:00	30 days	ru/info-type-a.html

Tournaments | Table | Update

From this frame you can also see the results of the selected tournament, using the **Table** tab

Results | Schedule |

Sort by:

Place

Show Me

Refresh

#	Players	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Points	SB	Place
1	Kalashnikov_Aleksej	=	=	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	22.0	232.8	1
2	casha	=	=	1	1	1	1	=	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	21.5	225.8	2
3	Malyutin_Aleksandr	=	=	=	1	1	1	=	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	21.0	216.3	3
4	mirazu	0	0	=	1	=	1	1	1	=	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	19.5	187.0	4
5	harisj	0	0	0	0	1	1	1	=	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	17.5	153.8	5
6	Mongush_Kherel	0	0	0	=	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	17.5	150.3	6
7	agvalain07	0	0	0	0	0	1	=	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	16.5	135.3	7
8	Agafonov_Aleksej	0	0	0	0	0	0	=	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	16.5	132.3	8
9	Sergej_Proskurnov	0	=	=	0	=	0	1	0	1	=	0	1	1	1	1	0	1	1	=	1	1	1	1	1	14.5	130.0	9
10	a_le_sh_ka	0	0	0	=	1	0	0	0	0	0	1	0	1	0	1	1	1	1	1	1	1	1	1	1	13.5	100.8	10
11	Vadik2000	0	0	0	0	0	0	0	0	1	0	1	0	1	0	1	1	1	1	1	1	1	1	1	1	12.5	82.3	11
12	Kamchatovec_2	0	0	0	0	0	0	0	1	0	1	0	1	0	1	1	1	1	1	1	1	1	1	1	1	12.0	76.5	12
13	Aleksandr_35	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	12.0	71.5	13
14	Blitz_ChessMan	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	0	1	1	1	1	1	1	1	1	10.0	53.0	14
15	Saharmyh_A	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	1	1	1	1	1	1	1	1	1	10.0	52.0	15
16	Haik1999	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	1	1	1	1	1	1	1	1	1	10.0	51.5	16

Tournaments | Table

It has the same appearance, as the **Table** window in the *Playing Room* mode.

The fourth frame is used to store your correspondence seeks and challenges. The first tab, **Games**, contains the list of the games with detailed description

Games [10 games]

Status	Tourn	White	Black	Mo	Date	Last Move	Time White	Time Black	Initial Time	GameID	TournID
: 1d	SF-2010	Orlovskij	Dmitrij Poly	41	24 Июн, 21:47		75 days, 06:41/1	60 days, 03:4	40 days/10	137566	2546
: 1d	SF-2010	Polyakov Dg	Orlovskij	34	24 Июн, 23:21		41 days, 08:52/6	20 days, 09:3	40 days/10	137662	2546
: 1d	Всичуаа	Orlovskij Iq	Larskij Mih	41	25 Июн, 08:38		12 days, 15:20/1	7 days, 12:59	40 days/10+2 de	146940	2572
: 1d	Всичуаа	Pezikov Evg	Orlovskij	34	25 Июн, 08:52		3 days, 06:30/1	8 days, 15:39	40 days/10+2 de	146964	2572
: 2d	SF-2010	Alifanov	Orlovskij	53	24 Июн, 00:14		140 days, 01:19/	25 days, 17:5	40 days/10	137647	2546
: 2d	Всичуаа	Orlovskij	Pezikov Evg	34	24 Июн, 00:23		8 days, 11:59/1	2 days, 08:39	40 days/10+2 de	147090	2572
: 2d	Всичуаа	Orlovskij Iq	Podgursky	49	24 Июн, 08:06		10 days, 17:41/1	19 days, 20:2	40 days/10+2 de	146898	2572
: 5d	SF-2010	Orlovskij	Sakovich Iq	53	20 Июн, 20:08		54 days, 00:58/8	107 days, 13:	40 days/10	137687	2546
: 7d	SF-2010	Orlovskij Iq	Vahlamov	44	19 Июн, 07:27		41 days, 17:13/6	43 days, 20:1	40 days/10	137608	2546
: 9h	Всичуаа	Larskij Mih	Orlovskij	44	26 Июн, 07:46		17 days, 02:19/1	13 days, 17:1	40 days/10+2 de	147066	2572

Observe Finger W Finger B Log Update

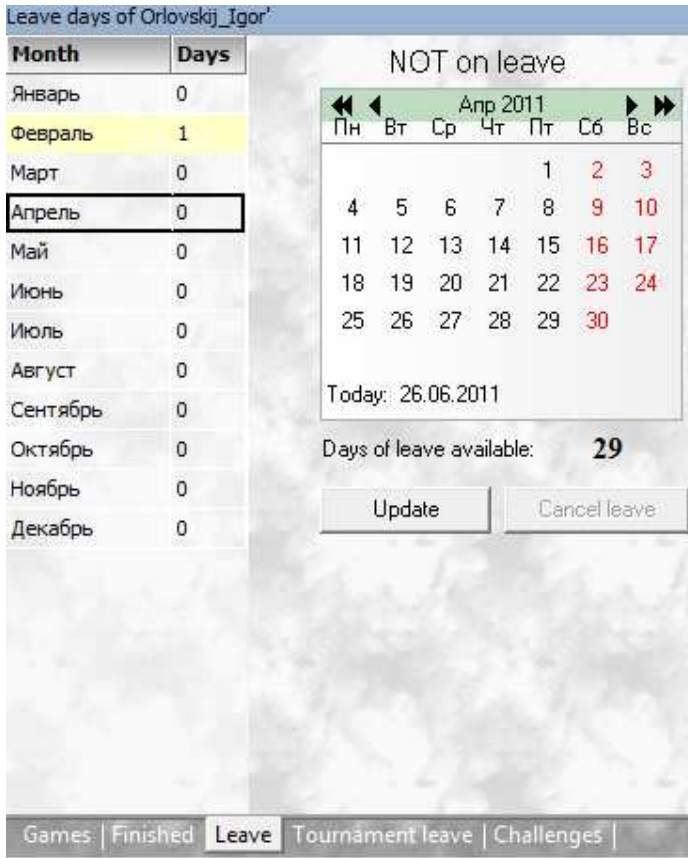
Games Finished | Leave | Tournament leave | Challenges

As in the same tab of the *Playing Room* mode, you can **Observe** games, **Finger Black** and **White** and view game **log**.

The second tab stores the same about the *finished games*, and it is called correspondingly

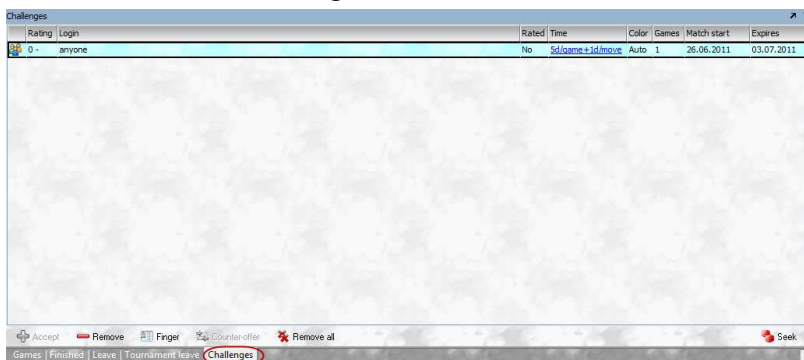


The third tab, **Leave**, lets you create your leave. Select days you want to leave for vacations.

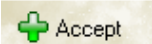


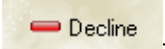


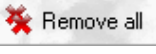
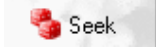
The fourth tab, **Tournament leave**, does the same for the selected tournament.

The last tab, **Challenges**, stores the list of the challenges that you got



Select the challenge; you can do the following actions:

- **Accept**  – accept the challenge

- **Decline**  – decline the challenge
- **Finger**  – view the opponent's information
- **Counter-offer**  – suggest another challenge to the same player
- **Remove all**  – clear challenge list
- **Seek**  – create a new seek for the correspondence game. The Seek dialog lets you set up the following parameters: color to play, number of games, players rating and whether it is rated or not.

11. Teams

Team is a group of people that want to play together. What is this needed for? There are a number of club events, e.g. tournaments and correspondence tournaments that are announced for teams only, and only team member can take part in them.



Every team has a captain and vice-captain. The vice-captain can invite players to a team, edit team description and team news, join the team tournaments and change players during the tournaments. The captain can all this too, but also they can remove players from teams, leave tournaments, appoint and relieve vice-captains and give captains rights to another team member. There can be only one captain in a team.

11.1. Frames

Instead of the usual four frames, here you will see five of them, and five windows.



Teams list – stores the list of teams. There are two types of them – blitz and correspondence, for “normal” games and correspondence ones. Note, that you can participate only in one team of each type that means in one blitz and one correspondence.

Teams list [758 team(s) in all leagues]						
#	Rating	Name	Players	Captain	League	Pts
2	2342	Apocalypica	19	Ivan_Aldokhin	no league	0
3	1997	BELGOROD	35	zrz	no league	0
4	1988	AntiZenit	57	Prosto-Artur	no league	0
5	2170	Hurricane	56	Uragan	no league	0
6	2398	hedgehog and company	130	Nesterov_Pasha	Premier-league	0
7	1657	Reservoir Dogs	115	hermez	no league	0
8	1870	Voronezh chess school	27	Pavel_Sirotn	no league	0
10	2032	SDUSHOR Kemerovo	3	AIRY	no league	0
11	1884	kalininograd Wolves	50	Chelovek-Pauk	no league	0
13	2192	Siberia	95	Yurij_Kolotilin	no league	0
14	2160	Armenian Gambit	83	Artak_Manukyan	no league	0
15	2147	Avangard	68	Kondeurov_Yurii	no league	0
16	2066	HMAO-Super	2	HMAO-kapitan	no league	0
17	1814	Poykovsky	22	Azat_Musin	farm-league	0
18	2225	Contrasts	2	Shtyka_Sergej	no league	0
20	1629	MSKOU №20	5	Kaliev_Konstantin	no league	0
21	1725	Sudak Chess Club	2	ROBOL	no league	0
23	1946	Оренбуржские-2	3	Tret'yakov_A	no league	0


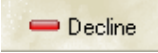

Join

Remove

Refresh

blitz correspondence

You can join the team, using the **Join** button  and leave it with **Remove** button.

The second frame, leftmost bottom, the team challenges are stored. As usual, you can **Accept** , **Decline**  them and create a **Counter-offer** . Also, you can create a **Seek**.

Challenge options

Opponent:

Team type: Seek type:

Tournament type: Cycles:

Board count: ☒ Rated match

Start time: at

Expires: at

Predefined time controls:

Details << OK Cancel

Time control

Type1 Type2 Type3 Type4

Time Increment

Days: Days:

Dead zone Limit time

Days: Days:

☐ Round time to days

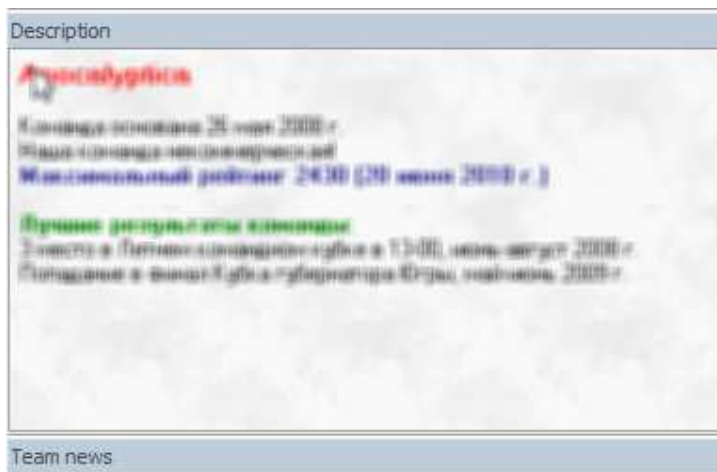
The third frame, rightmost top, is **Team players**.

Team players

Player	Rating	RGN	Status
Minus	3147	RUS	Offline
Leha Dergunov	2717	RUS	Offline
Sunshine	2709	RUS	Offline
Overmind	2700	RUS	Offline
Ivan Aldokhin	2670	RUS	Offline
euomind	2646	RUS	Offline
Nashnyi Vampir	2646	RUS	Offline
Yakim Olea	2607	RUS	Offline
Ouchinnikov Aleksei	2566	RUS	Offline
Fernando Torres	2548	RUS	Offline
Master Yoda	2485	USA	Offline
Solov'yov Il'ya	2461	RUS	Offline
Rab Bozhni Vasilii	2288	RUS	Offline
Shurik757	2169	KAZ	Offline
Bastla	2009	RUS	Offline
Unulyi piton	1713	RUS	Offline
Revan	1696	RUS	Offline
Randy Rhoads	1600	USA	Offline
Slamur	1600	RUS	Offline

Select the team and there you will see all its members. There are 4 columns in the list – **Player Name**, **Rating**, **Region (RGN)** and **Online Status**. You can click on the *Player name* to see his or her personal information.

Below you will find the **Team Description** window. Sometimes the team captain has left the field blank, but normally there is some description



Also, captain and vice-captain can create team new, but most teams neglect this. Nevertheless, there is such an opportunity, and it has interesting information. The news are stored in the last, rightmost bottom, frame.

11.2. The Ribbon

There are 5 buttons on the Ribbon:



- **Create** – creates a new team
- **Formula** – create a usual seek formula to sort team challenges
- **Descr** – edit team description
- **News** – create team news
- **Greeting** – edit text, shown to the members of the team in a chat after the news
- **Examine** – used to demonstrate a game to the members of the team, such a way of team analysis

When you click **Create**, you will see the following dialog:



In the *Running Cup* list there are 3 columns – ***Cup name***, ***Cup description*** and the ***time*** of the next tournament, or stage, if announced. If it is so, in the panel below appears the tournament information, like this:

Next tournaments of selected cup:

Name	Type	Start Time	Playe Time	Inc	Description
------	------	------------	------------	-----	-------------

There you can find the name and type of the event, start time, description of the tournament and other important information: number of players, and time control: start time and increment in seconds

The second (top right) frame stores the cup results data, for players and for teams Players Teams. In the **Players** tab you can find the list of players, their region, points for the current stage of the cup, total points for all stages, points, gained today and points, gained the selected day. You can sort the list differently, by default it is stage points, but you can also sort by total points, today points and points

gained in the selected data Sort by: Stage points Points for: 25.06.2011 ☒ Counted. To select the data to display,

Points for: 25.06.2011 ☒ Counted

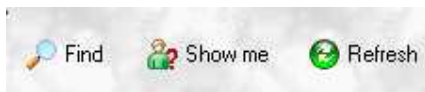
#	Login	Пн	Вт	Ср	Чт	Пт	Сб	Вс
1	Khoroshe							
2	Mikhailov	30	31	1	2	3	4	5
3	Romanov	6	7	8	9	10	11	12
4	Meshkov	13	14	15	16	17	18	19
5	Rakhim	20	21	22	23	24	25	26
6	Aleksandr	27	28	29	30	1	2	3
7	Mushket	4	5	6	7	8	9	10
8	Bernotas	11	12	13	14	15	16	17

Июнь 2011

Сегодня: 26.06.2011

use this drop-down list

The **Counted** tick is used to show the sum of points for all dates if it is present and for the current stage otherwise.



You can find yourself in the list, using the **Show Me** button and any other player, using the **Find** dialog

Find user

Login:

OK Cancel

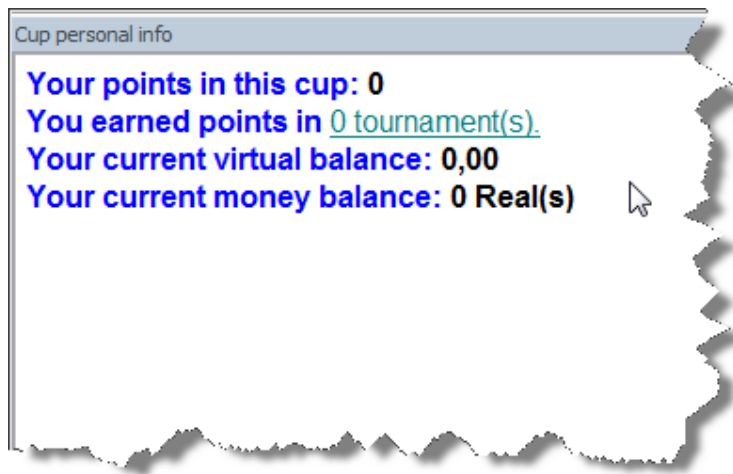
by login.

In the same frame there is the **Team** tab, where you can find the similar table for the teams. The difference is that you can sort this table only by the team name or the points.


In the third frame we have two windows – **Cup personal info** and **Money Transfer**

Cup personal info Money Transfers

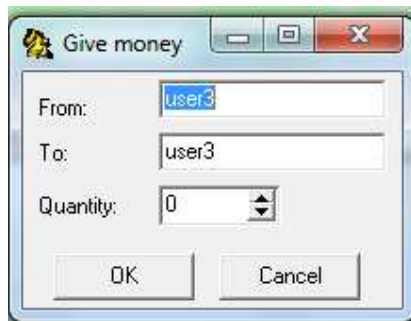
The first one stores the most important information about money, gained in the selected tournament:



The second tab is used to transfer money to the other players. You see the list of transfers there; click

the **Add**  button to create a new transfer.

The transfer dialog is very simple: sender, recipient, and quantity of money to send:



The last frame should store the detailed cup information, filled by the cup administration. Unfortunately, they often forget to fill the data.