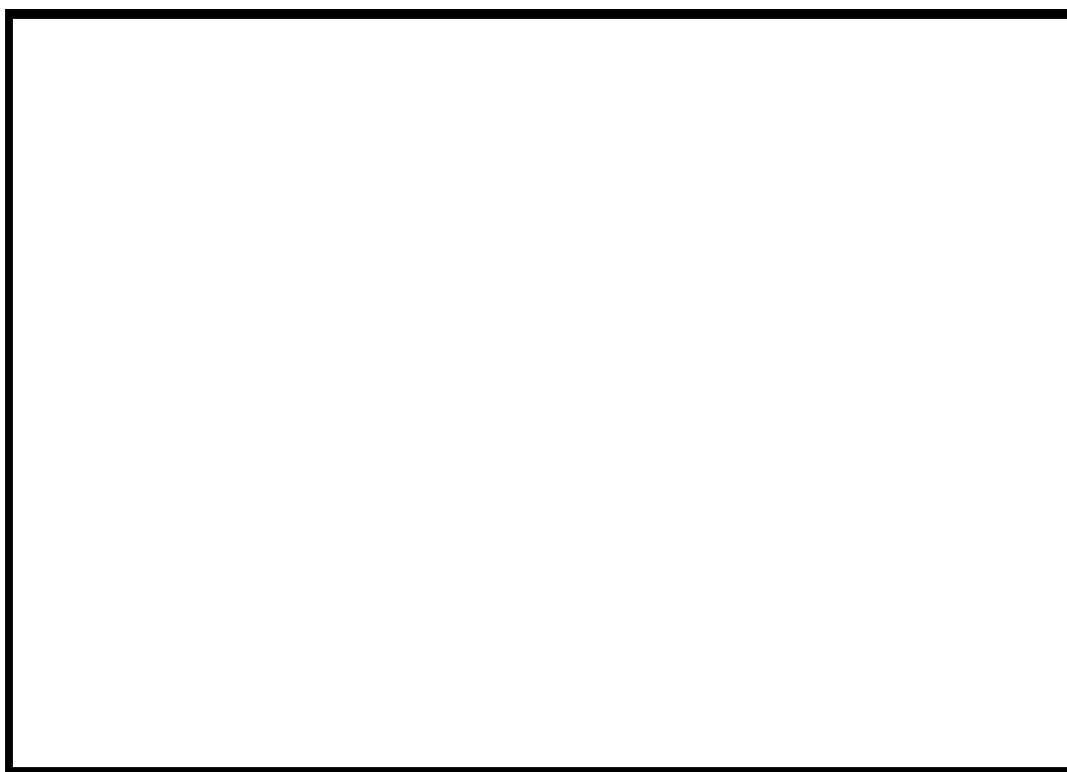

Mephisto

Online Help

By Dr. C. Donninger, T. Mally, A. Mader



This manual was produced using *Doc-To-Help*®, by WexTech Systems, Inc.



WexTech Systems, Inc.
310 Madison Avenue, Suite 905
New York, NY 10017
+1 (212) 949-9595

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How to...

Make moves

Click with the left mouse key on the square where the piece to be moved is located (the square will be highlighted). Then click on the destination square.

Special moves

Castling

The user only enters the king move, the rook move is automatically executed by the program.

Pawn promotion

When the user moves a pawn to the opponent's back rank, the program will open a window offering promotion to queen, rook, bishop or knight. The user selects the desired piece type either by clicking on the desired entry or by pressing the corresponding letter key.

En passant

When capturing en passant, the user only executes his pawn move; the captured pawn is automatically removed by the program.

Take back moves

The arrow to the left of the **Start/Stop** button serves to **retract moves**:

- o Clicking on this arrow with the left mouse key will take back the last move played on the board.

Shortcut: **PageUp**

- o Clicking on this arrow with the right mouse key will take back the last five moves played by both sides.

Shortcut: **Ctrl+PageUp**

Play moves forward

The arrow to the right of the **Start/Stop** button serves to **play forward** moves that have previously been retracted:

- o Clicking on this arrow with the left mouse key will play forward the last move that was taken back.

Shortcut: **PageDown**

- o Clicking on this arrow with the right mouse key will play forward the last five moves by both sides that were taken back.

Shortcut: **Ctrl+PageDown**

Force moves

The command button labeled **Start/Stop** serves a double purpose:

- o **While the program is calculating:** Clicking on the **Start/Stop** button will cause the program to terminate its calculations and execute the best move found so far on the board.

- o **When the program is not calculating:** Clicking on the **Start/Stop** button will cause the program to start calculating the next move for the side that has the move (i.e. to switch colors).

Both functions may also be activated by means of the **shortcut Ctrl+Space**.

Commands

Menu File

This menu contains the following commands:

New Game
Exit

The program starts a new game.
Exits from Mephisto Meisterschach.

New Game (Menu File)

Causes the program to start a new game (after asking for confirmation), i.e. to return the pieces to their initial locations. The program automatically switches to Mephisto-Player mode, the current time controls remain in effect.

Shortcut **Ctrl+N**

Exit (Menu File)

Use this command to end your Mephisto Meisterschach session. You can also use the **Close** command on the Control menu. Mephisto prompts you to save the last game in the current database.

Shortcut **Alt+F4**
or double-click Mephisto's Control menu button with the mouse.

Menu Level

This menu contains the following commands:

Time/Move
User defined

The user can set the average time per move to a couple of given values. The user can set the average time per move separately for White and for Black.

Depth
Blitz

The user can set a fixed search depth (in half moves). The user can set the total time per game separately for White and for Black.

Infinite

The program analyzes without a time limit.

Time/Move (Menu Level)

The user can set the average time per move to one of the following values.

5 Sec/Move

Average time per move is 5 seconds.

10 Sec/Move	Average time per move is 10 seconds.
15 Sec/Move	Average time per move is 15 seconds.
30 Sec/Move	Average time per move is 30 seconds.
1 Min/Move	Average time per move is 1 minute.
3 Min/Move	Average time per move is 3 minutes.

5 Sec/Move (Menu Level / Time/Move)

Sets the average time per move to 5 seconds.

10 Sec/Move (Menu Level / Time/Move)

Sets the average time per move to 10 seconds.

15 Sec/Move (Menu Level / Time/Move)

Sets the average time per move to 15 seconds.

30 Sec/Move (Menu Level / Time/Move)

Sets the average time per move to 30 seconds.

1 Min/Move (Menu Level / Time/Move)

Sets the average time per move to 1 minute.

3 Min/Move (Menu Level / Time/Move)

Sets the average time per move to 3 minutes.

User defined (Menu Level)

Displays an input window allowing the user to enter the **average time per move** (in seconds) for White and Black, respectively.

Depth (Menu Level)

Displays an input window allowing the user to enter the **search depth** (in half moves) for the program's analysis of the current position.

Please note that the program uses a flexible search method and that the actual search depth reached in certain tactical lines may exceed the nominal depth set here quite considerably.

Blitz (Menu Level)

Displays an input window allowing the user to enter the **total time per game** (in minutes) for White and Black, respectively. All the moves in the game must be made before this total time runs out.

Infinite (Menu Level)

Set to this level, the program will analyze the current position without any time limit, but will not execute any moves on its own. Clicking on the **Start/Stop** button (or using the **Ctrl+Space shortcut**) will cause the program to play the best move found so far on the board.

Menu Board

This menu contains the following commands:

Edit Position	Allows the current position to be changed or a new position to be set up.
Go To Move	Jumps to the position preceding the white move with the number entered

here.

Edit Position (Menu Board)

After activation of this menu item, the program switches to the **Edit Position screen**. It has its own menu bar and a display of the six **piece types** to the bottom of the board. The currently active piece type is highlighted.

Shortcut **Ctrl+E**

Activate menu item **Clear Board** if you want to set up a completely new position. The program will then remove all the pieces from the board.

Setting up pieces: Click on one of the piece types. This type is now highlighted. You may also select the piece type via the menu bar, either by clicking on the corresponding menu item (king, queen, rook, bishop, knight, pawn) or by pressing ALT together with the corresponding letter key. You may select the next piece type by pressing the space bar.

Move the mouse pointer to the desired square and click on it with the **left** mouse key; a **white** piece of the selected type will appear on that square. Move the mouse pointer to the desired square and click on it with the **right** mouse key, a **black** piece of the selected type will appear on that square.

To remove a piece from the board, click with the left or the right mouse key on the square occupied by that piece.

When you are satisfied that the position is set up correctly, activate menu item **OK**. A window labeled **Initial state** will appear, allowing you to enter the following information:

White or Black

Here the user can determine whether kingside/queenside castling is to be permitted for White and Black, respectively (change settings by clicking on the corresponding box). The program will propose reasonable settings, based on an examination of the position that has been set up. The move count will begin with the number entered here.

After activation of **OK**, the program will accept the input and return to the main screen.

The **Edit Position** menu bar contains the following commands:

OK	Finishes the set-up process.
Cancel	Discards all changes and returns to the main screen.
Clear Board	Removes all the pieces from the board.
Turn	Turns the board around by 180 degrees.
King	Selects the king as the currently active piece type.
Queen	Selects the queen as the currently active piece type.
Rook	Selects the rook as the currently active piece type.
Bishop	Selects the bishop as the currently active piece type.
Knight	Selects the knight as the currently active piece type.
Pawn	Selects the pawn as the currently active piece type.

OK (Menu Board / Edit Position)

Finishes the set-up process and displays the Initial State window before returning to the main screen.

Side To Move
Castling rights

Move number

Cancel (Menu Board / Edit Position)

Discards all changes to the current position and returns to the main screen.

Clear Board (Menu Board / Edit Position)

Removes all the pieces from the board (allowing a new position to be set up).

Turn (Menu Board / Edit Position)

Turns the board around by 180 degrees (as in the Board/2D Turn command).

King (Menu Board / Edit Position)

Selects the king as the currently active piece type. Click with the **left** mouse key on the desired square to set up a white king. Click with the **right** mouse key on the desired square to set up a black king.

Queen (Menu Board / Edit Position)

Selects the queen as the currently active piece type. Click with the **left** mouse key on the desired square to set up a white queen. Click with the **right** mouse key on the desired square to set up a black queen.

Rook (Menu Board / Edit Position)

Selects the rook as the currently active piece type. Click with the **left** mouse key on the desired square to set up a white rook. Click with the **right** mouse key on the desired square to set up a black rook.

Bishop (Menu Board / Edit Position)

Selects the bishop as the currently active piece type. Click with the **left** mouse key on the desired square to set up a white bishop. Click with the **right** mouse key on the desired square to set up a black bishop.

Knight (Menu Board / Edit Position)

Selects the knight as the currently active piece type. Click with the **left** mouse key on the desired square to set up a white knight. Click with the **right** mouse key on the desired square to set up a black knight.

Pawn (Menu Board / Edit Position)

Selects the pawn as the currently active piece type. Click with the **left** mouse key on the desired square to set up a white pawn. Click with the **right** mouse key on the desired square to set up a black pawn.

Go To Move (Menu Board)

Displays an input window allowing the user to enter a number. The program then jumps to the position immediately preceding the white move with that number.

Entering 0 will cause the program to jump to the end of the game.

Shortcut **Ctrl+G**

Menu View

This menu contains the following commands:

2D Switches the board display to 2D mode.

3D	Switches the board display to 3D mode.
Turn	Turns the board around by 180 degrees.
Coordinates	Determines whether the coordinates for the ranks and files are to be displayed along the edges of the board.

2D (Menu View)

Switches the board display to 2D mode.

3D (Menu View)

Switches the board display to 3D mode.

Turn (Menu View)

Turns the board around by 180 degrees (e.g. to allow the user to play with the black pieces from the bottom of the board).

Coordinates (Menu View)

When this option is set to ON, the coordinates for the ranks and files are displayed along the left and upper edges of the board.

Menu Play-Mode

Mephisto-Player
Tournament
Player-Player
Analysis
Next Best

Autoplay

This menu contains the following commands:

The user plays a game against the program.
Mephisto simulates a game under tournament conditions.
The user enters the moves for both sides.
The program analyzes the position without a time limit.
The program excludes the best move so far from its analysis and calculates the next best move (in Analysis Mode only).
The program plays a game against itself.

The current play mode is displayed above the Start/Stop field. Click on this field to change the play mode in the following order:

Mephisto-Player => Player-Player => Analysis => Mephisto-Player etc.

Mephisto-Player (Menu Play-Mode)

This is the normal playing mode, where the program calculates and executes the moves for one side and the user enters the moves for the other side. When it is the user's turn to move, he/she can switch sides by clicking on the **Start/Stop** button, which will make the program start calculating the next move.

Shortcut **Ctrl+M**

Tournament (Menu Play-Mode)

In this mode, Mephisto always uses the best opening book. You cannot take back moves and the information is automatically turned off.

Shortcut **Ctrl+T**

Player-Player (Menu Play-Mode)

In this mode the user enters the moves for both sides. The program only checks the moves for their legality. This mode is particularly well suited to the replaying of stored games; that is why it is automatically activated after a game has been loaded from a database.

Shortcut **Ctrl+P**

Analysis (Menu Play-Mode)

In this mode the program will keep analyzing the current position without any time limit and display the relevant information, but without executing any moves on its own. The user is free to make moves on the board, take them back and play them forward again. Clicking on the **Start/Stop** button (or using the Ctrl+M shortcut) will cause the program to execute the best move found so far on the board.

Shortcut **Ctrl+A**

Next Best (Menu Play-Mode)

This function is available in Analysis mode only. It will cause the program to exclude the best move found so far from its further analysis and start searching for the "next best" move in the current position. The function may be used repeatedly, allowing the user to search for the two, three, four... best moves in a given position.

Shortcut **Ctrl+X**

Autoplay (Menu Play-Mode)

Starts the program playing a game against itself (with the current time controls). To stop automatic play, switch to a different play mode (e.g. by activating **Mephisto-Player** mode by means of the Ctrl+M shortcut).

Shortcut **Ctrl+U**

Menu Book

This menu contains the following commands:

Random
Show-Moves

Determines whether opening moves are to be chosen at random.
Determines whether the moves from the current opening library are to be displayed in the information window.

Random (Menu Book)

Determines whether the program's choice of opening moves should be made randomly or not. If the setting is OFF, the program will always play one of the moves with the highest priority from its book; if the setting is ON, it will sometimes choose weaker moves, thereby producing more variation in the games played.

Show-Moves (Menu Book)

Determines whether the moves available from the current opening book are to be displayed in the information window to the right of the board. If the setting is ON (i.e. the moves are displayed), the desired opening

move can be carried out on the board by clicking on the corresponding entry.

Menu Options

This menu contains the following commands:

Information	Determines the extent of the information to be displayed in the analysis window.
Hint Move	Determines whether the program's hint move is to be displayed.
Sound	Determines whether the program's moves are to be accompanied by sounds.
Move Animation	Determines whether the 'from' and the 'to'-square are to be animated before Mephisto moves.
Style	Offers a choice between several playing styles.
Language	Selects the language to be used for the user interface.
Players' Names	Allows the user to enter the names of the players with White and Black, respectively.
Handicap Mephisto	The program deliberately commits tactical errors.

Information (Menu Options)

Allows the user to determine the extent of the information to be displayed in the analysis window below the chessboard.

Off	No information.
Normal	Two lines of information about the program's calculations.
Extra	In addition to the normal display, two extra lines of information about the program's "permanent brain" feature are displayed. (This expression refers to the program's ability to go on calculating even when it is the opponent's turn to move.)

Hint Move (Menu Options)

When this option is set to ON, the program will display the words "Hint Move" and the next move it expects from its opponent in the space between the clock and information windows. To execute this move, you may either press the Insert key or click on the space where the hint move is displayed.

Sound (Menu Options)

When this option is set to ON, every move made on the board will be accompanied by certain sounds; these differ depending on the type of the move (e.g. whether it is a normal move, a capture or a check).

Move Animation (Menu Options)

When this option is set to ON, the program will indicate the "from" and "to" squares of its moves by making them blink repeatedly; otherwise, the pieces will jump to their new squares immediately.

Style (Menu Options)

Standard	The default setting.
Aggressive	With this setting, the program will do its best to advance its pieces into the opponent's half of the board.
Defensive	With this setting, the program will try to prevent the opponent's pieces

Tactical

from intruding into its own camp at all costs.

This is an option that can be added to any of the three styles discussed above. When it is set to ON, the program will examine tactical lines with particular thoroughness. This has a positive effect on its combinational capabilities but may slow down and thereby weaken the program in "normal" positions.

Language (Menu Options)

Here the user can select the language (English or German) to be used by the user interface (i.e. menus, help texts etc.).

Players' Names (Menu Options)

Displays an input window allowing the user to enter the names of the player with the white and the black pieces, respectively. Default names are 'Mephisto' for the program's side and 'White' or 'Black' for the user's side. In the case of a game loaded from a database, the display is determined by the information stored in the database.

Handicap Mephisto (Menu Options)

This mode is similar to the normal Mephisto-Player mode; the only difference is that in this mode the program will deliberately commit tactical errors to give unskilled players a chance to train their eye for combinations.

When this menu item is activated, there appears an input window which permits the user to set the "error rate" on a scale by means of a sliding marker. A total of 50 positions is available in the range from "low" to "high".

(a) Move the mouse pointer to the sliding marker, keep the left mouse key pressed down and "drag" the marker to the desired position.

(b) Pressing a cursor key will move the marker one position to the left/right. Pressing the PageUp key will move the marker ten positions to the left; pressing the PageDown key will move it ten positions to the right.

Menu Database

This menu contains the following commands:

Save Game
Load Game

Saves the current game in the currently open database.

Allows the currently open database to be searched for games according to certain criteria; the games found in this way can then be loaded.

Change Database
New Database

Opens an existing database.

Generates and opens a new database.

Import PGN

Converts a game collection in PGN format into a Mephisto database.

Export PGN

Converts a Mephisto database into a game collection in PGN format.

Remove Database

Deletes a complete database.

Database Size

Displays the number of games stored in the current database.

Save Game (Menu Database)

Displays the number of games stored in the current database. The game is always added to the end of the database file.

After this menu item is activated, there appears an input window allowing the user to enter information about the game to be saved (the "**game tag**"). To finish the procedure, confirm the Save Game command by activating **OK** or use **Cancel** to exit from the input window without saving the game.

Load Game (Menu Database)

Reads in games selected by various criteria from the currently open database. During the reading-in process, there appears a window informing the user about the progress being made. You may activate the **Stop** button to interrupt this process (then only the games read up to that point will be available for loading). **Cancel** breaks off the reading-in process and returns to the main screen.

The data of all the games read are presented in a list. The user may navigate through this list by means of the vertical sliding bar or with the cursor and Page Up/Down keys. The desired game may be marked by clicking on it and loaded by activating the **Load** button (or by a double click on the corresponding game entry); the program then returns to the main screen. **Cancel** returns to the main screen without loading any game.

In order to simplify the handling of game lists in the case of large databases, games are always listed in blocks of 100 items. In the list window, the **Found** field informs the user about the total number of games read in, while the figures in the **Range** field show which part of the complete list is currently accessible in the list window. Which part of the database is listed in the window can be determined by the user by means of the following command buttons:

Top	Jumps to the first block of the game list.
Bottom	Jumps to the last block of the game list.
Up	Jumps to the preceding block of the game list.
Down	Jumps to the following block of the game list.
Go To	Jumps to the block that starts with the number appearing in the input field above this command button.
Delete	Removes the marked game from the database (after asking for confirmation).
List All	The Load Game submenu contains the following commands: Reads in all the games stored in the currently active database.
Last Found	Displays a list of the games found during the last search.
Last Saved	Displays the last game saved in a database.
Search Text	Reads in games from the current database containing a certain piece of text.
Game Tag	Reads in games from the current database containing matching game information.

List All (Menu Database / Load Game)

Reads in all the games from the current database.

Last Found (Menu Database / Load Game)

Displays a list of the games found in the current database the last time a search was carried out. This command is mainly used when you have already selected several games from a database and now want to load one game after the other.

Shortcut **Ctrl+L**

Last Saved (Menu Database / Load Game)

Displays the last game saved (even if the game was saved in a database other than the one currently open). If you saved a game the last time you left the program, this function will enable you to re-load that game immediately.

Shortcut **Ctrl+S**

Search Text (Menu Database / Load Game)

Displays an input window allowing the user to enter a piece of text (not necessarily a whole word) that is to be searched for in the game information of the current database. No distinction is made between upper and lower case. After activation of **OK**, all games from the current database that contain matching text are read in.

Game Tag (Menu Database / Load Game)

Displays an input window similar to the one associated with the **Save Game** command, allowing the user to input game information to be searched for. If the **Player Color** option is set to **Significant**, only games where the players' names for White and Black are correctly matched with their respective colors will be read in; if the setting is **Not Significant**, games where the colors were reversed will also be found. After activation of **OK**, all games from the current database that contain matching game information will be read in.

Change Database (Menu Database)

Allows a database to be selected from a list. After activation of **OK**, this database will be made the currently open database.

New Database (Menu Database)

Displays an input window that allows the name of the new database to be entered. After activation of **OK**, the program will generate a new database of that name and make it the currently open database. A warning is issued if a database of that name already exists.

Import PGN (Menu Database)

Allows game collections in PGN format to be converted to the Mephisto format.

First the typical Windows95 file search window is displayed. Here you must find and mark the **PGN file** to be converted (the "source file"; finish with **OK**).

Next a window is displayed allowing a name for the Mephisto database to be entered (or an already existing name to be marked in a list). This is the "target file" into which the games are to be written in converted form. The program will then open a new database of that name or open an existing database for the transfer of data. (If the database already exists, the new games will be added to it, existing games will be retained.)

Activation of **OK** will start the conversion process; an information window displays a report on the progress being made. When the work is finished, the Mephisto database will remain open, so it can be accessed immediately (e.g. for one of the **Load Game** options).

Export PGN (Menu Database)

Allows a Mephisto database to be converted to the PGN format.

First there appears a window where you can select a **Mephisto database** from a list of all such databases. (This is the "source file"; finish with OK).

Then there appears the typical Windows95 file search window, where you can enter the name for the **PGN file** (or mark the name of an already existing file) that the converted games are to be written to (the "target file"). The program will then open a new PGN file of that name or open an existing file for the transfer of data. (If the PGN file already exists, the new games will be added to it, existing games will be retained.)

Activation of **OK** will start the conversion process; an information window displays a report on the progress being made.

Remove Database (Menu Database)

Displays a list from which a database may be selected. After activation of **OK**, the program first asks for confirmation and will then delete the selected database.

Database Size (Menu Database)

Displays a window with information about the number of games stored in the current database.

Menu ‘?’

This menu contains the following commands:

Info about Mephisto

Displays information about the copyright and the persons involved in the making of Mephisto Meisterschach.

Help Topics

Displays a list of topics available in Mephisto's help feature.

Info about Mephisto (Menu ‘?’)

Here you will find information about the copyright and the names of the persons involved in the making of Mephisto Meisterschach.

Help Topics (Menu ‘?’)

Displays the Windows95 help topics window, which provides a list of all menu items of Mephisto Meisterschach and of additional information about the handling of the program. A double click on one of the entries will take you to the help screen covering that topic.

Glossar

Index

Error! No index entries found.