

Pocket Fritz

Pocket Fritz is developed by Stanislav Tsukrov, the Chess Engine is designed by Mark Uniacke.

Apart from the powerful Chess Engine the program has many useful functions that can help you to improve your chess skills. Using Pocket Fritz is very easy. Every function can be accessed via the menus.

There are Buttons at the bottom of the screen to access the most common functions. To use these buttons you only need to make a single click with the input pen.

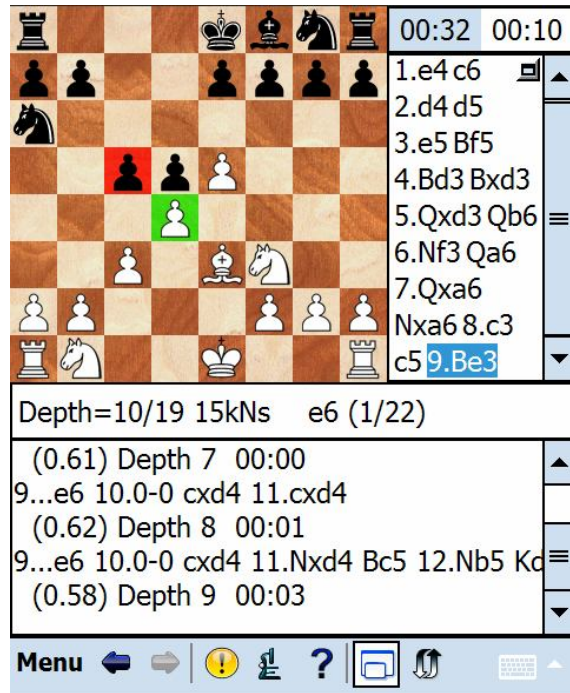
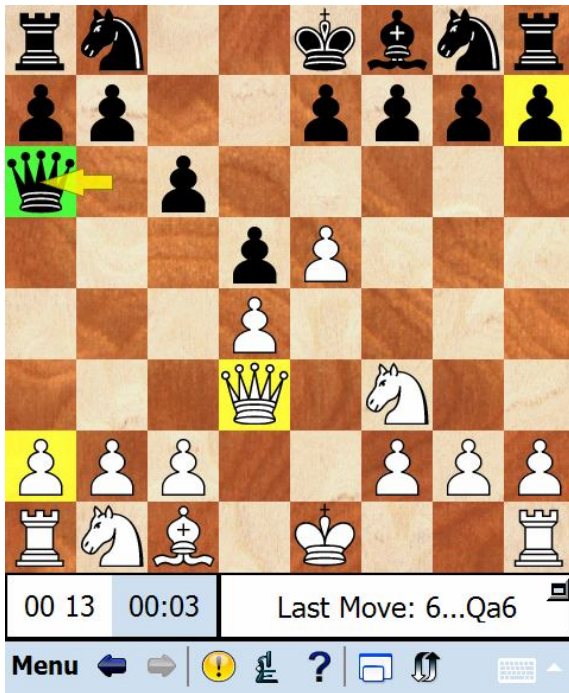
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Board Window

When you start the program the board window is displayed. There are two possible displays:

Large Board Window As much of the screen as possible is used to display the chess board.



Small Board Window The chess board is displayed smaller to make room for the notation, the chess engine's evaluations and the clock.

By clicking on the window button you can toggle between the two display modes. There are buttons at the bottom of the screen for commonly used functions. If you hold down a button with your pen the name of the button and a help text are displayed.

Using the buttons

At the bottom of the screen in the board window and in the database's list window there are buttons that can be used to access the most common functions.

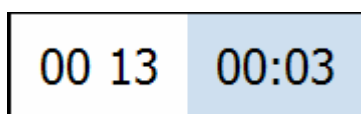


Note: If you keep the pen pressed on the button the name of the function is displayed.

There are tool tips for all the buttons.

Chess Clock

The remaining time for both players is shown by the small chess clock.



The colon is blinking in the time of the player whose turn it is. The other player's time is shaded.

Menu File

New game

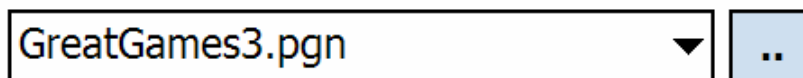
This function starts a new game with the pieces set up in their initial positions. The last settings, for instance the calculation depth and the engine parameters, are used for the new game.

Load game

This opens a dialog box to load a new game or select another database.

1. *Load game* Double click on a game in the game list with the input pen. The game is loaded into the Board Window to be played through or analysed by the program.
2. *Load or change database* At the top of the window there is an input box titled "Database". By clicking on the button with the three dots to the right of the input box a dialog is started to select a new database.

Database



This dialog can be used to navigate through the Pocket PC's folder structure to select a new database.

Below the window there are buttons which can be used to activate common functions.



Red Arrow - the board window is reloaded.

Folder symbol - the file selection dialog is loaded.

Filter - The dialog is started to define the search criteria.

Reset Filter - This deletes the already defined search criteria for the database.

Filter White - Selecting a game and clicking this button enters the name of the white player into the search criteria.

Filter Black - Selecting a game and clicking this button enters the name of the black player into the search criteria.

Filter Tournament - Selecting a game and clicking this button enters the name of the tournament into the search criteria.

Delete - this deletes a game from the database.

Save Game

This immediately saves the current game in the active database at the end of the game list. Be careful to enter the game data consistently!

Replace game

This replaces a game in the database with the current game. The previous game is overwritten and is no longer in the database. The game data, such as the player names and the tournament, can be edited in the menu *Edit - Game Data*.

Save as new game

This function opens a dialog box which asks where the game should be saved. If you want to save the game in an already existing database, click on the button YES. You can select the database which is to be used.

Note: Please remember to enter the Game Data before you save the game.

If you want to save the game in a new database, click on the button NO. This opens the dialg "Save as...". You can then choose a name for the new database. The program then creates a new database and immediately saves the game in it.

New Database

This creates a new database. Enter the name of the new database in the "Save as" dialog. The "Place" is the path where you want to create the database. It is also possible to create the database on an external memory card.

Next Game

This loads the next game from the Game List.

Previous Game

This loads the previous game from the database's game list.

N.. ▲	White	E...	Black	E...	▲
1	Ander...		Staunt...		☰
2	Morph...		Paulse...		
3	Steinit...		Paulse...		
4	Steinit...		Sellma...		
5	Lasker...		Bauer, J		
6	Pillsbu...		Lasker...		
7	Steinit...		Lasker...		
8	Lasker...		Pillsbu...		
9	Lasker...		Steinit...		
10	Chigor...		Lasker...		
11	Steinit...		Lasker...		
12	Lasker...		Chigor...		▼

Chess Media System

The Chess Media format was first used in the chess program Fritz. This is used to play videos within the program which are typically used for chess lectures. Moves are made on the chess board synchronously with the video.

Pocket Fritz supports the Chess Media format, but videos are not integrated. The product CD includes some examples of the Chess Media system for Pocket Fritz. The moves are made on the chess board synchronously with the author's spoken commentary. On the board arrows and square colours are used to visually emphasise the commentator's explanations.

New Chess Media files for Pocket Fritz are being released all the time. You can find more information at www.chessbase.com.

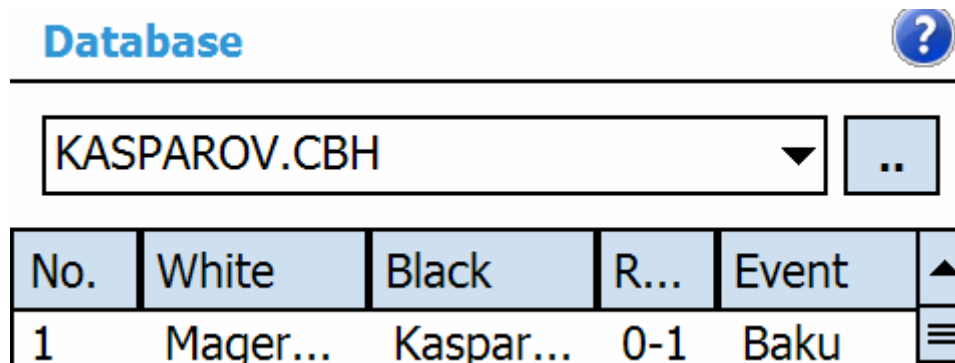
Exit

This ends the program and removes it from the pocket PC's memory.

CBH Format

CBH Format

Pocket Fritz 4 now supports the CBH database format. This format was developed by Chessbase, and it is used by the database program Chessbase and chess programs such as *Fritz* and *Rybka*.



The CBH format has significant advantages: in addition to variations and text, various multimedia components can be stored. Examples are coloured notation on the chess board, training questions in the notation and support for different languages.

In contrast to the old PGN format, databases in the new CBH format are made up of several files. This means that if you want to transfer a database via the Internet it is not enough to merely send the file with the extension *.CBH. This is a list of the files that Pocket Fritz 4 needs in order not to lose any data:

- CBH = the game data, for instance player, tournament, etc.
- CBG = moves and variations
- CBA = Commentary; if the file with the extension *.cba is deleted all commentary is removed from all games in the database.
- CBP = Player Index
- CBT = Tournament Index
- CBC = Commentator Index
- CBS = Source Index
- CBB = Search Accelerator

You may ask if it's necessary to know the meaning of every file. The answer is that it isn't necessary. It is enough to save every file created by the program.

Open CBH Database

Open the program's file selection dialog, then click on the button with two dots next to the input line.

Select the file format CBH from the list in the pull-down menu. *Pocket Fritz 4* does not support key classifications. This is only available with the PC versions of Fritz and Chessbase.

Create new CBH database

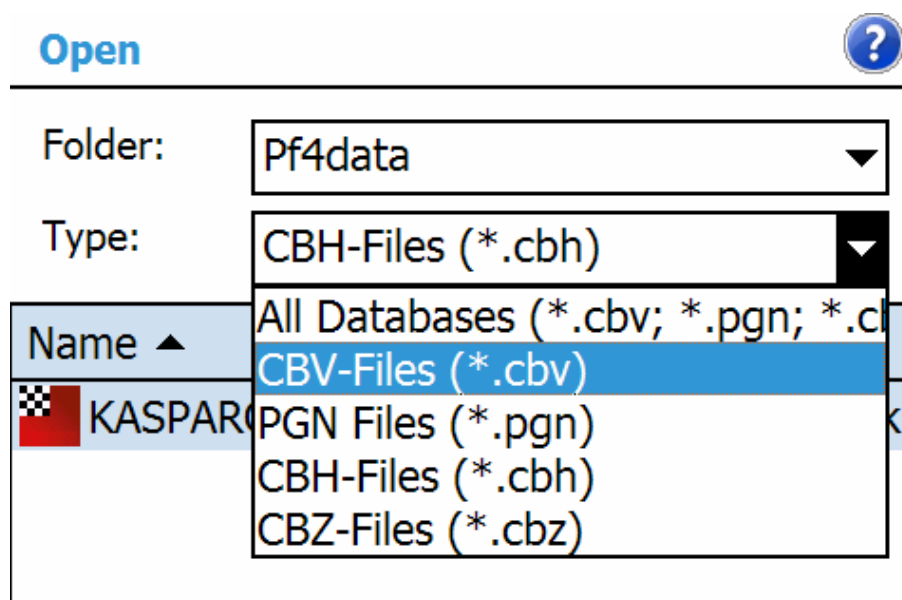
Menu File – New Database

In the „Type“ select CBH as the format of the new database. Pick a sensible name for the new database. When you click on „Save“ the new database is created. By selecting the type PGN you can also create PGN databases.

CBV Format

The PC versions of *Fritz* and *Chessbase* offer the possibility of saving all the files that belong to a database in a single file with the extension *.CBV. This is the same principle as with modern compression programs such as Winzip.

Open the program's file selection dialog, and then click on the button with the two dots next to the input line.



Select the file format CBV from the list in the pull-down menu, and then click on a CBV file to begin unpacking the files in the archive.

Delete games


Would you like to delete games from a CBH database?

To do this follow these steps:

Open the game list of a database. Mark the games to be deleted. Then hold the input pen down on one of the marked games, and a context menu is opened.

Click on „Delete“ to delete the games that you have marked. You can also click on the Delete symbol at the bottom of the screen.

No.	White	Black	R...	Event	
1	Mager...	Kaspar...	0-1	Baku	▲
2	Kaspar...	Murat...	1-0	Baku t...	☰
3	Kaspar...	Vasilie...	1-0	Kiev Y...	
4	Kaspar...	Averb...	1-0	Mosco...	
5	Pavlen...	Kaspar...	0-1	Baku1	
6	Kaspar...	Yermol...	0-1	Lenin...	
7	Roma...	Kaspar...	0-1	Roma...	
8	Karpo...	Kaspar...	1-0	Team ...	
9	Kaspar...	Poluga...	1/2	Team ...	
10	Kaspar...	Smysl...	0-1	Team ...	
11	Rizvonov	Kaspar...	0-1	URS-c...	▼
12	Kaspar...	Sokolo...	1-0	URS c...	



You may wonder why the games that you deleted are still in the list, displayed inverse. The reason is that you can undo the Delete action if you wish. If you mark the inverse games and click on „Delete“ in the context menu again the deleted games are restored.

If you are certain that you want to delete the games permanently select the option *Tools – Remove deleted games*. This completely removes the games from the database, and they can no longer be restored.

Openings Book in CTG Format

Menu Tools – Options – Engine

Pocket Fritz 4 now supports not only FBK and Polyglot openings books, but also the CTG Format. This is the format used by the PC version of Fritz and the database program ChessBase.

Chess programs do not calculate moves in the opening phase of a game, they look up moves from a file called an openings book. By doing this the chess program can make moves that have been tried and tested in tournaments. The advantages of this are that the computer saves thinking time, and it avoids strategic errors in the opening.

The CTG format is a position tree in which all moves are linked with one another. What makes this format special is that a lot of important information is linked with every move. Using this format it is easy to find out how often a move was played, what success rate it had, or when a particular continuation was played most often. Basically, a well designed position tree is not only an encyclopedia of opening moves, it is also a database containing all the answers you need to know about openings theory!

There are significant advantages to using this format:

The user can concentrate on an opening variation and examine all moves previously played in this variation. Apart from this he can immediately see where the theory about this variation ends, without having to search through chess books or electronic databases. Since the position tree can be used by the computer as an openings book there is the possibility to use to test what you have learnt and train your skills by playing against the computer.

The program makes creative use of the information in the position tree. For instance, if only two moves are available in a position, of which one move was only played three times and always led to a loss, whereas the other move was played 100 times and won 60% of the games, the program will pick the successful move. A further advantage of this concept is that the user has more control over the choice

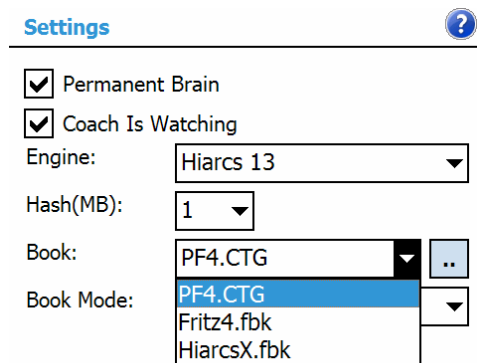
of opening moves. There are many settings with which it can be determined whether the program always picks the best moves or plays with more variety, picking potentially worse moves for the sake of more interesting play. These options can be set for the main line or for sub-variations.

A further advantage of using a position tree is that the tree can be improved or fleshed out by importing new games. If this is done carefully it can be guaranteed that the book always remains up to date with the latest openings theory. However, this option is only available with the PC versions of the programs Fritz and ChessBase. If you intend to edit position trees in CTG you need one of these PC programs!

Note: The program needs about 70 bytes for every position. This means that a large openings book needs a lot of storage space. You should only use openings books if they are stored on a memory card.

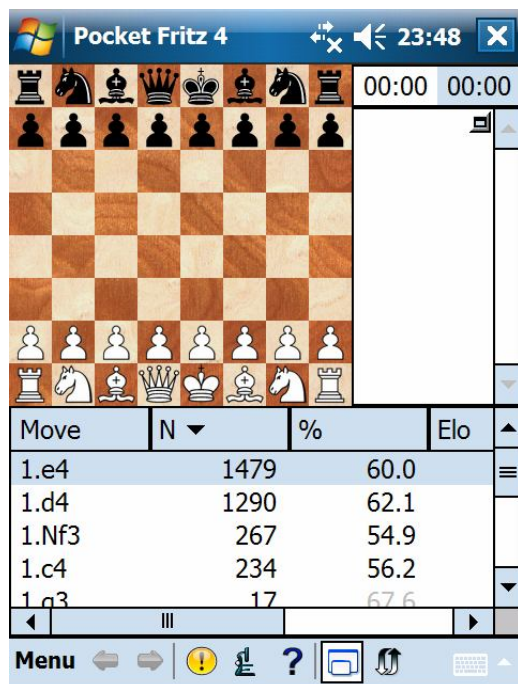
Each openings book needs three files with the extensions ***.CTG**, ***.CTO** and ***.CTB**. Please make sure that all three files are present when you want to use a position tree.

The menu *Tools – Options – Engine* opens the settings dialog for chess engines. You can select an openings book by clicking on the button with two dots at the end of the input line entitled „Book“.



Select an openings book with the file extension *.ctg and click OK.

This loads a new openings book. In the menu Window select *Book*.



You now see columns containing the following information:

Move	A list of all the possible moves in this position
N	The number of games in which a move was played
%	The success rate of this move (always from White's viewpoint)
Elo	The average Elo of the players making this move
Year	The year in which this move was played most often
W/D/L(%)	The percentage of Wins, Draws and Losses that resulted from playing this move

Please note that the context menu for the openings book window allows you to display or hide individual columns.

Menu Edit

Game Data

Before you save a game you should enter the details about the game so that it is uniquely identifiable. Please pay attention that you use consistent spellings for player and tournament names. This makes later searches for games easier.

This data can be entered in the menu *Edit - Game Data*.

The following data can be input::

- White:** Name of the white player
- Black:** Name of the black player
- Event:** Name of the tournament or event

Place: Where was the game played?

Date: When was the game played?

Result: Result of the game

Extended Game Data

In the tab called "Extended" you can enter the following details about the game

Elo W: Rating of the white player

Elo B: Rating of the black player

Team W: Name of the white player's team

Team B: Name of the black player's team

Round: The round number in a tournament

ECO: The opening classification according to the Encyclopedia of Chess Openings

Dialog Team Details

Open the dialog to edit game data with the menu Edit – Game Data.

There are two input lines which can be used to enter the names of the teams:

Team W

Team B

Clicking a button with two points next to an input line opens a dialog to enter details about the team.

You can enter details about the name of the team, its country, and the year or season, which will all be permanently saved.

Extended Tournament Data

The menu Edit – Game Data opens a dialog to input game data. In the input line entitled „Tournament“ you can enter the name of the tournament.

Clicking on the button with the two dots opens a dialog in which you can enter further details about the tournament.

The dialog „Tournament Data“ offers the following options:

Tournament Data



Title:

Place:

Date: Rounds: ▲ ▼

Type: ▼

Time: ▼

Category: ▲ ▼ Complete

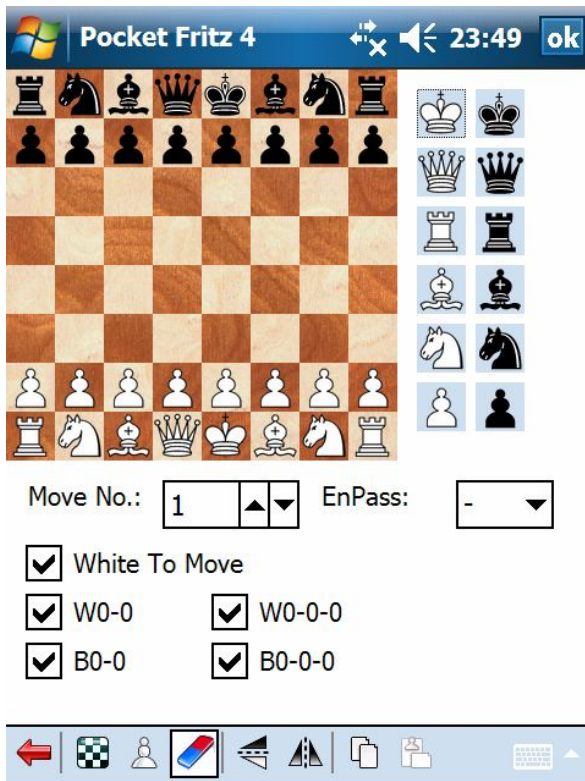
Tournament name, place, date, number of rounds, type, time controls and the category.

There is a pull-down menu to select the tournament type.

The option „Time“ offers a list with common time controls.

Setup Position

You can easily enter new positions, such as chess problems from books or newspapers. You can also modify existing positions. The menu *Edit - Setup Position* opens the dialog to enter a new position. The current position from the board is automatically used as the default.



To enter a completely new position click on the button "Empty Board". You can now place pieces anywhere on the chess board. Select the piece you want to place on the board from the icons on the right. Click with the pen on the destination square. The piece is placed on the board.

If you want to remove the piece that you just placed, click on the same square a second time and the piece is removed. You can then add another piece, or just leave the square empty.

EnPass states whether the first move from this position can be en passant.

"White to move" states whose move it is next. If it is White's move this box should be checked. If the box is left empty it means that Black has the first move from this position.

The four boxes with O-O and O-O-O define the castling rights. For instance, if WO-O is checked it means that White is allowed to castle on kingside.

After inputting a position click on the OK button in the title bar of the window.

Note: *Pocket Fritz only accepts valid chess positions. Impossible or illegal positions are rejected.*

Below the dialog there are Buttons which you can use to access common features with a single click.

Tip: *If you hold the pen down on the button for a moment the name of the function is displayed.*



Red arrow - The dialog is aborted and the program returns to the board window.

Chess board - The board is emptied so that you can enter a new position.

Eraser - Pieces are removed from the chess board.

Mirror position - The position is mirrored vertically or horizontally.

Copy/Paste Position - Chess positions can be copied to the clipboard so that they can be pasted later.

Null Move

In order to demonstrate an idea it is sometimes useful to enter several moves in a row for one side. Use the menu *Insert - Null Move*.

You can now make an extra move for a player out of turn which is inserted into the notation.

Null Move is only possible in the Analysis mode !

Jump to Start

This jumps to the beginning (the first move) of the current game.

Jump to end

This jumps to the last move of the current game.

Copy - Position/Game

This copies the current position or game into the clipboard, so that it can be inserted by pasting it at a later time.



Paste - Position/Game

This copies a game or position that has been stored in the clipboard.

Menu Tools

Opening Training

You can train your opening skills by using the menu *Tools - Opening Training*.



The program displays a list of the common openings. When an opening in the list is selected the program displays the moves for this opening at the bottom of the screen.

Double clicking on the name of an opening loads this opening into the board window.

Tactics Training

A famous grandmaster once said "Chess is 99% tactics". Pocket Fritz offers the function Tactics Training to help you practise your skills in typical tactical positions.

The training is started by the menu *Tools - Tactics Training*. This loads a database with selected tactical problems. Pocket Fritz loads a position onto the graphical chess board. You have to attempt to find the best move yourself.

Pocket Fritz displays the player to move automatically. For instance, if you have to find a solution for Black the board is turned so that the black pieces are towards you. This means that you are playing "from the bottom up".

This is how the tactics training is carried out:

Enter a move on the chess board. There are then two possibilities:

If you made the correct move Pocket Fritz displays the message, "Problem solved. More?". This allows you to continue training with the next exercise. Clicking YES continues with the training, whereas clicking NO returns to the normal playing mode.

If you made the wrong move Pocket Fritz simply answers "Wrong Move". You can then make another attempt to find the correct move.

If you are unable to find the solution you can ask for it to be shown to you by pressing the Hint button.

If you click on the icon with the question mark the program will show you the correct solution.

Detailed Information

The program has adapted certain training strategies from its big brother Fritz. In every edition of CBM Magazine you will find numerous games which contain embedded training commentary.

The training mode is accessed via *Tools – Tactics training*.

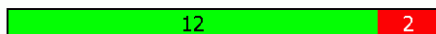
The training questions do not only exist for specific positions, they may also be found embedded in a complete game. The advantage compared to the previous training mode is that you can understand the complete development of the combination. Within training mode, moreover, the program does not just evaluate the best moves but also comments on deviations and awards bonus points for them.

Training Statistics



(No Awards)

Total Statistics: 2 Problems solved
Points: 12/14 (86%)

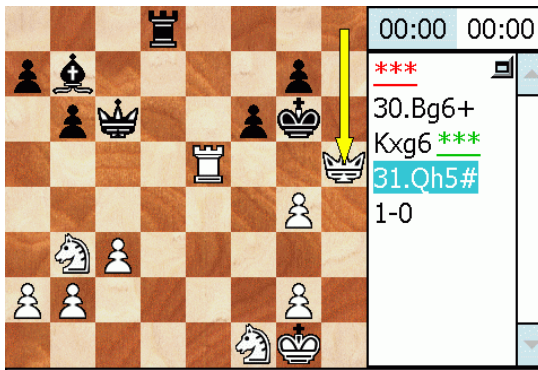


Recent Statistics: 2 Problems solved
Points: 12/14 (86%)



Positions which are appropriate for training are marked *** within the notation.

If the training question has not yet been treated, then PF highlights it in red within the notation. Once the training question has been done, it is excluded from the notation. *** are coloured green or red, depending on whether you have reached the maximum number of points in the Training Statistics.



During training, you can at any time request help from the program. Simply click on the "?" in the symbol browser.



The first tip you receive costs you 20% of the points. The second, if there is a second, costs another 20%.

Whilst you are solving, the program will show in graphic form how much progress you are making. The different colours used mean as follows:

* bright green / red for the points for the present position. Points that have been lost are shown in red, points you have gained – green.

* dark green / red for points already earned / lost in the previous questions.

* grey for the training questions which have not yet been tackled.

The idea is that the program should motivate the user to tackle the tasks in a serious and concentrated fashion. For that reason, points are only awarded for the first move entered. The program also only takes the first attempt at a solution into consideration for the training statistics. So you cannot improve your statistics by re-loading and re-solving an exercise which has already been evaluated.

Within the training statistics, the program evaluates performance as follows:

Bronze 10 exercises done successfully, 30% of the points scored.

Silver 50 exercises done successfully, 50% of the points scored.

Gold 150 exercises done successfully, of which no less than 25 in the previous month, 70% of the points scored.

Great Combinator 300 exercises done successfully, of which no less than 50 in the previous month, 80% of the points scored.

Training Statistics



Bronze Medal

Total Statistics: 11 Problems solved
Points: 53/79 (67%)



Recent Statistics: 11 Problems solved
Points: 53/79 (67%)



Training databases – how are they recognised by the program?

Each game loaded from a PGN database is checked for any special training indicators. If any such are present, then the training mode is switched on. So the game is only displayed as far as the first training question, etc. A source of training databases which can be recommended is CBM magazine and the databases it contains.

Endgame Training

This function helps you train in endgame positions. It is well known that end game strategy can best be learned by repeated practise.

This is started in the menu *Tools - Endgame Training*.

The program displays a list of common types of endgames. Double clicking on an element in the list loads this endgame onto the board.

Online Database

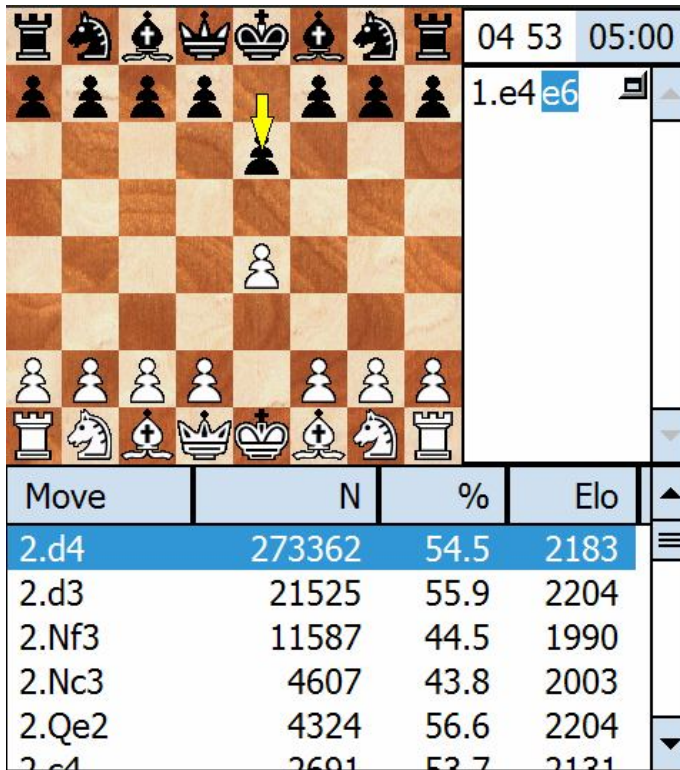
Pocket Fritz offers the possibility of searching in a newly designed online database. At present this database contains more than three million chess games, and it is being regularly updated. In the online help of Windows Mobile you can find instructions on how to connect your Pocket PC to the Internet.

If you connect your Pocket PC with a PC that has DSL or cable connection with the Internet even complex searches can be carried out very fast, due to the efficiency made possible by special search accelerators. The server processes the search remotely and sends the results back very speedily.

Note: *You do not have to enter the URL of the online database explicitly. The address is already preconfigured in the function Online Database.*

Online Book

If you are connected to the Internet the program offers access to a giant openings tree with a multitude of statistical data. This tree is regularly updated. You can use the statistical data to gain insight into the quality of a particular move.



Move	N	%	Elo
2.d4	273362	54.5	2183
2.d3	21525	55.9	2204
2.Nf3	11587	44.5	1990
2.Nc3	4607	43.8	2003
2.Qe2	4324	56.6	2204
2.c4	2601	52.7	2121

When you access the openings tree information is displayed about the move such as its success rate, the average ELO rating of the players who used it, etc.

The moves can be sorted by different criteria and entered on the board with a single click.

There is a context menu when viewing the inline openings book.

Execute

Statistics

Lookup

Lookup Elo 2500+

The following options are available:

Move: This makes the selected move on the chess board. The book display is updated accordingly with the new board position.

Statistics: This opens a new statistics view with more information. The graphics show the results from the current board position from the standpoint of White.

Move	N	%	Elo
2.Nf3	705123	51.6	
2.Nc3	100518	49.1	
2.c3	76102	51.9	
2.d4	21763	47.5	

36% 33% 32%

Green = The percentage of wins with this move for White

Grey = The percentage of draws

Red = The percentage of wins for Black

Tip: If you use the online book in combination with a game loaded from a database, grey shading is used to mark the move that was played after the board position. The program makes it easy to see what is happening in a game you have loaded.

In the following diagram you can see that the move 4...Bc5 is shaded grey in the statistical notation.

Move	N	%	Elo
2.Nf3	705123	51.6	
2.Nc3	100518	49.1	
2.c3	76102	51.9	
2.d4	21763	47.5	

36% 33% 32%

Search: This finds all the games in the online database in which this board position is found.

Database

http://cblive.de

White	Black	R...	Event
Kobalia, M	Tregubov, P	1/2	RUS-
Deviatkin, A	Grachev, B	0-1	RUS-
Savic, M	Pavlovic, M	1-0	SRB-
Tiviakov, S	Lenic, L	1/2	Tries
Aagaard, J	Dreev, A	0-1	ESP-
Mamedov, R	Avrukh, B	1/2	ESP-
Tkachiev, V	Alekseev, E	1/2	Mosc
Kamsky, G	Mamedyarov, S	0-1	Mosc
Tkachiev, V	Ponomariov, R	1-0	Mosc
Kamsky, G	Grischuk, A	1/2	Mosc
Kamsky, G	Movsesian, S	1-0	Mosc
Tkachiev, V	Gelfand, B	1/2	Mosc

Navigation icons: back, forward, search, filter, trash, keyboard.

Search Elo 2500+: This finds all the games in the online database in which this board position is found and one of the players has an Elo rating above 2500.

Options

Option Dialog Board


Settings ?

Board Noises

Mark Last Move

Pieces: Fritz

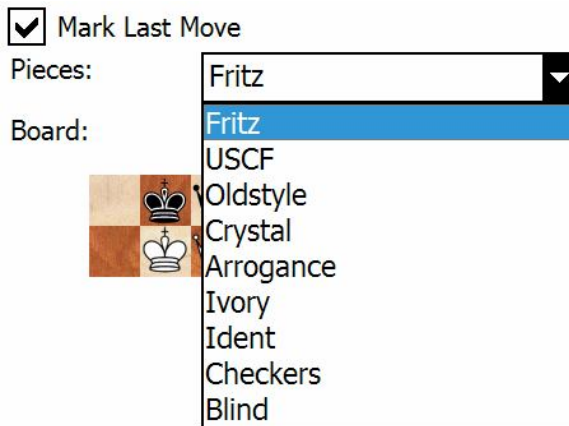
Board: Wood



Board Noises: This causes Pocket Fritz to make realistic sounds when making a move..

Mark last move: The last move made by the program is indicated by an arrow. This is especially useful when playing with longer time controls if you are not watching the screen when the move is made.

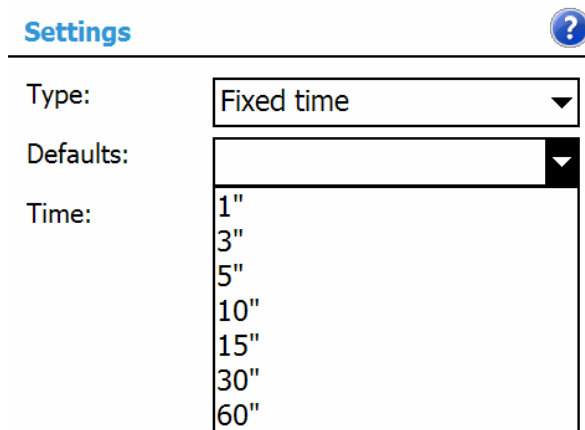
Pieces: You can choose between different styles of pieces for the board display.



Board: You can choose between different types of chess board, for instance metal or wood.

Option Dialog Playing Level

There are two different types of levels available in Pocket Fritz



Analysis - If moves are entered on the board or you play through a game from the database continually evaluates the current position on the chess board. You can immediately see what the program thinks about the position. Analysis is always carried out infinitely until the user makes a move.

The Analysis could be started in the Board window. Click the Analysis button below the chess board.

The other type of level is playing modes, which are not infinite, and can be adjusted by the user. The dialog for the playing levels looks like this

Type: You can select one of several playing modes with a pull-down menu, for instance.

Play in: All moves in the game have to be played within a specified time. If a player exceeds this time he has lost. However, Pocket Fritz is generous and will allow you to continue the game after you have exceeded your time.

Time per move: The program uses this time per move. This is an average value. Obvious moves are played faster, and in complex situations Pocket Fritz spends more time.

Defaults: Different pull-down menus are offered depending on the chosen level type. The preset time controls can be modified, or an increment per move can be selected.


Time Controls: In tournament chess a certain number of moves must be made in a predefined time. If the player does not complete this number of moves within the time he loses the game.

For example, in a typical "long game" the first time control is that each player must make 40 moves within two hours. The second time control is 60 moves within an additional hour.

Pocket Fritz allows you to set three time controls per game. For each time control you can enter the number of moves and the time.

Option Dialog Input

In this dialog the user can decide how the program acts during move input.

Settings 

Single Click Input

Show Legal Moves

Threatened Squares

New Move:

Navigation:

Keep Alive

Single Click Input: When this mode is activated, if you click on a destination square the move is executed immediately, as long as there is only one piece that can move to this square. You can also make a move by clicking on a piece, or by dragging a piece to another square on the board.

Show legal moves: When you click on a piece all possible destination squares for this piece are displayed on the board.

Show Threats: If this is activated, the program shows the balance of power on the chess board.

The following colours are used:

Green: The square is not attacked by the opponent's pieces.

Yellow: The forces are balanced; both sides are focussed on the square with identical strength.

Red: The square is under the control of the opponent's pieces.

New Move: In the pull-down menu there are options to decide what should happen when a new move is entered into an already existing notation.

Overwrite: The new move replaces the old notation.

Insert: The move is inserted into the notation.

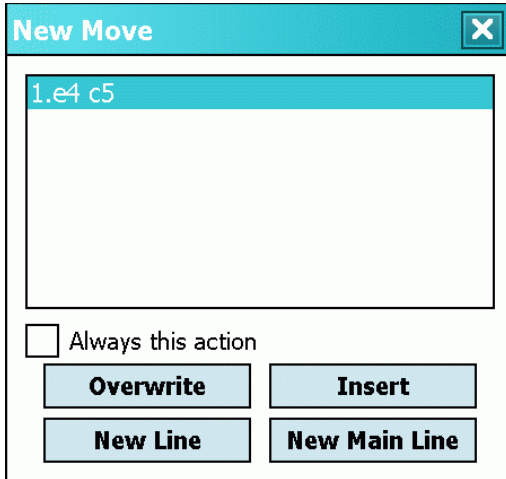
New Variation: The new move is added into the notation as a variation.

New Main Line: The new move becomes the main line, and the old notation becomes a variation.

Ask: In this mode a dialog is presented which asks which of the above actions should be carried out.

Extended variation dialog

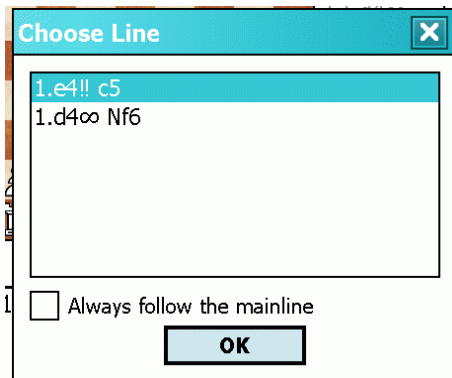
The variation dialog always appears when alternatives variations to the main notation are available.



The option “Always take this action” allows you to define how the program will behave in future during the variation dialog.

For example, should you select “Overwrite”, then in future an alternative move which is entered will always overwrite the one which was there previously.

Via *Tools – Options – Input* this setting can also be defined as “New move”.



The entry “Always follow mainline” means that when you are playing through a game with the arrow keys, then the program will always follow the main variation.

Option Dialog Engine

Pocket Fritz is able to use different chess engines. One of the best known chess engines is Crafty which was created by Robert Hyatt. This can be used as an alternative to the main engine.

Settings



Permanent Brain

Coach Is Watching

Engine:

Hash(MB):

Book:

Book Mode:

The following options are available for all engines:

Permanent Brain "Permanent Brain" is the capability of a chess program to carry on thinking while it is the opponent's move. All strong chess programs can do this, including Pocket Fritz. The program assumes that the opponent will make what it considers to be the best possible move and calculates a response to it. If the opponent makes this move the program has saved a lot of time and is able to calculate deeper. The Permanent Brain is the reason that Pocket Fritz is often able to make a move immediately, even in long time controls.

Coach is watching If this is activated Pocket Fritz tells you if it thinks you have made a mistake during the game. The "coach" gives you the chance to take your move back and make another move. If you want to try another move, click YES. If you want to continue with the move you've already made click NO.

Engine You can choose one of several chess engines in the pull-down menu.

Max Hash: Pocket Fritz uses so called Hash Tables. Part of the computer's RAM is used to store evaluations made by the program. If the same position is seen again this evaluation is used rather than making new calculations, which greatly speeds up the program.

Book You can load an Opening Book with the extension *.fbk.

Book Mode: This parameter influences the way Pocket Fritz plays its openings:

Blitz - The program prefers tactical openings that are suitable for short time controls.

Best Move:- The program only plays moves from the openings book that are particularly well adapted to its playing style.

Tournament:- The program uses a tournament book with a very small selection of openings.

Gambit - In this mode gambit lines are preferred

Random - The program chooses moves at random from the book, even less successful moves. This mode guarantees variety in the games played by the program.

Some engines offer the user other settings to modify their playing style. In this case there is an option called "Parameters" that leads to these settings.

Engine Parameters

The Pocket Fritz Chess Engine has the following parameters:

Playing strength: The slider sets the program's strength to the named value. If you tick the box „Set Elo to xxxx“ the program attempts to act like a player with that strength. It is possible to select any playing strength between 1000 and 2500.

Play Style: This is a selector for the playing style of the HIARCS 12 engine. You can select from the following playing styles:

Active - The Chess Engine plays actively looking for the initiative. This is the default setting.

Aggressive - The Chess Engine plays aggressively and tries to create extra complications and attack the enemy king.

Solid - The Chess Engine plays to avoid risky positions and consolidate its advantages.

Combinations: This setting makes HIARCS look deeply at tactical combinations. This setting can help HIARCS find combinations sooner but at the cost of making the overall search less deep. The default is OFF.

Position Learning: This setting allows HIARCS to learn from the games it plays or analyses. This can improve its play in future games. The default is ON.

Note: At the bottom of the screen for the “Parameters” dialog, you will find a small icon in the form of a spanner. A click on this icon returns the engine to the default settings preferred by the authors.

Elo Simulation

Settings
?

Simulate 1900 Elo

1000

 2500

Spielstill: Aktiv ▼

Kombinationen

Position lernen

The playing strength of today’s computer programs is overwhelming for most of today’s hobby players and even club players. For this reason the program offers the possibility of reducing its playing strength by using a slider. The chess engine attempts to adjust its strength to this setting. This makes it easier for you to the program.

The menu *Tools – Options – Parameters* gives you a dialog with the following options:

The slider sets the program’s strength to the named value. If you tick the box „Set Elo to xxxx“ the program attempts to act like a player with that strength. It is possible to select any playing strength between 1000 and 2500.

Menu Windows

Large Board

This layout limits the display to the essential features, namely the board, the chess clocks and the last move played, so that the chess board can be displayed as big as possible.

Note: Clicking on the small button next to the last move played displays the game’s notation. At the bottom of the screen the name of the game’s opening is displayed.

If you hold down the pen on a move in the notation a context menu is opened with functions to process and add commentary to the notation. Clicking the button closes the notation window and returns to the large board layout.

This method of working is especially useful for users who like to work with a big board.

Large Notation

This layout maximises the notation and offers many options to directly edit the notation.

The name of the opening is displayed at the bottom of the screen.

Note: *Clicking on the button next to the player names closes the notation window and returns to the board display.*

Notation/Engine

This layout is just a summary and is of use mainly for analysis. A small board is displayed alongside the notation, the chess clock, and a full display of the engine's calculations with the position's evaluation, the main line, and the move currently being examined.

Clicking the small button in the notation window opens the large Notations View.

Tip: If you select the optional Sideways View for the Pocket PC even more information is displayed.

Engine/Notation

This layout is made up of a small board with minimal engine information and a large Notation.

Media

This layout is reserved for the use of Chess Media Lessons.

Book

This displays an overview of the openings book underneath the small Chess Board.

If you click on a move, this move is carried out on the chess board.

Moves that have been marked with a question mark are not played by the program, but if you make these moves the program will know how to reply.

Text

Clicking on this option opens a window with information about the purpose of this window.

This window is used for hypertext functions like Chess Media or Training texts. It is not needed during normal play.

Menu Help

Help

This loads the program's help file with a description of the functions and examples.

Hint

Pocket Fritz can suggest a move with the menu *Help - Hint*. The move is shown on the Board with a green arrow.

Note:: *If you click on the Button with the question mark the suggested move is made immediately on the board.*

Threat

The function "Threat" graphically displays concrete threats. Pocket Fritz shows the most dangerous threat on the board with a red arrow.

Threatened Squares

Threatened squares are marked in green, yellow and red.



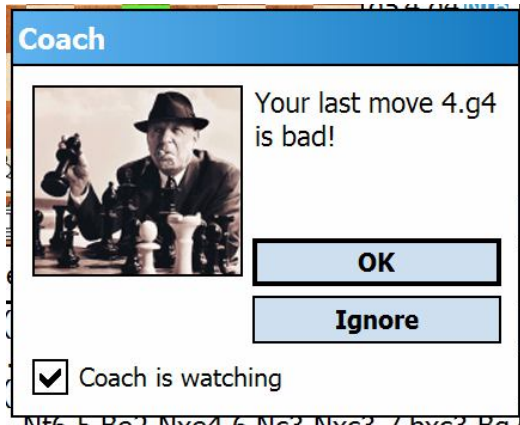
When it is your move and you click on a piece all the squares you can safely move to, not controlled by the opponent, are coloured green.

The squares that are attacked by the opponent but are sufficiently protected are coloured yellow.

Squares on which the piece can be taken are coloured red.

Coach is watching

The coach watches the game and makes comments if he sees critical errors. If you make a bad move that results for example in the immediate loss of a piece the coach offers the following options:



The program names the bad move.

"OK" takes back the bad move, and a new move can be made.

"I know better" ignores the coach's tip and the user leaves his move on the board.

About Pocket Fritz

This displays information about the program's version number and the program authors.

Using Pocket Fritz

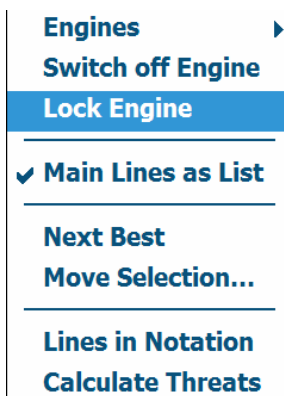
Analyse Game

Choose the Button for the Analysis under the Chess board and enter moves on the chess board.



The program displays the evaluation, the number of evaluated positions, the search depth, the move being evaluated and the main line for the current board position. You can see at a glance what the program thinks about the position.

If you hold the input down in the engine window a context menu is displayed containing further options.



These options have the following meaning:

Engines - You can choose the chess engine that you want to use for the analysis.

Switch off Engine Disable the Chess Engine

Main lines as list - If this is deactivated the program only displays the main line currently being evaluated.

Next Best When you are analysing one line, clicking the option „Next Best Move“ forces the engine to ignore the best move it has found and only consider alternatives.

Move Selection All legal moves are shown in the current position. For its analysis the program only considers the moves which have been marked with a tick. Use the input pen to select the moves that should not be considered by clicking on a box.

Lines in notation - This inserts the best line into the notation as a variation.


Calculate threats - This calculates and displays the strongest threat for the next move.

Load a game from a database on the Pocket PC or from the online database. When you play through the game in the analysis mode the evaluation and the best line are constantly updated beneath the board.

Tip: When you want to analyse a game select the small chess board. In this view you have all the relevant information on display, such as the notation and the analysis windows.

Multiline Mode

The multiline mode is available when the small board window has been selected. In this mode the program selects the best continuations, including the evaluations and the main lines, and displays them in the analysis window.

Depth=8/22 13kNs Qb6 (2/34)	
(0.97) 7...Qa5 8.Nb3 Qd8 9.Be2 h6 10.Bh4 g	
(0.74) 7...Qb6 8.Nxc6 bxc6 9.Na4 Qb7 10.Bd	
(0.83) 7...Bd7 8.Nb3 Qb6 9.Bxf6	

In the top right corner of the analysis window there are two buttons with "+" and "-" symbols.



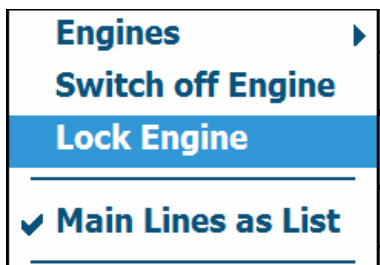
These buttons can be used to increase or decrease the number of lines being simultaneously evaluated.

Note: This function needs a lot of calculation time, so it should only be used for longer time controls.

Lock Engine

Open the context menu in the engine window.

In this menu there is an option „*Lock engine*“ which can be very useful when doing analysis.



Let us assume that you want to intensively analyse a position in a game. The function „*Lock engine*“ tells the engine to continue analysing this position even when you are playing through the game’s continuation. When you want to unlock the engine you should open the context menu again and untick this option. After this the engine will analyse your current position, if you have moved on. The purpose of this function is to allow you to continue to look at a game while one particular position is being analysed by the engine.

Next Best Move in Analysis Mode

The program offers two important engine functions during analysis. When you are analysing one line, clicking the option „*Next Best Move*“ forces the engine to ignore the best move it has found and only consider alternatives.

This option is available in the engine window’s context menu.

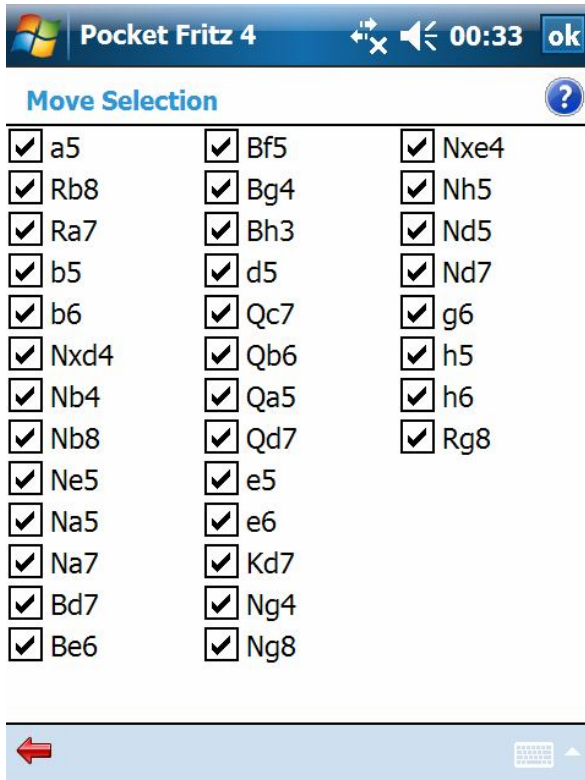
The function „*Next Best Move*“ has an effect on the window „*Move selection*“.

The moves rejected in the analysis are unchecked. It is easy to see which moves are being ignored.

Move selection for analysis

When playing chess computer programs look at all possible moves, even those that are obviously nonsensical to a human player, Pocket Fritz 4 offers the possibility to restrict the moves that it considers. It is possible to manually omit certain moves from the program’s analysis.

In the engine window’s context menu there is an option called „*Move selection*“. This opens a dialog:



All legal moves are shown in the current position.

For its analysis the program only considers the moves which have been marked with a tick. Use the input pen to select the moves that should not be considered by clicking on a box.

This option can be used to increase the performance of the chess engine significantly to test the quality of a limited number of continuations.

Game Search

Databases can contain a lot of games. It is possible to search for games by clicking on the button named "Filters".



This opens the dialog "Search Criteria" with the following parameters:

Window 1 Game

White: This is the name of the player with the white pieces.

Black: This is the name of the player with the black pieces.

Ignore Colours: This ignores the colours as long as the players named as White and Black played.

Tournament: This searches for a specific tournament.

Search Criteria



White:

Black:

Ignore Colours

Event:

Place:

Window 2: Extended

Search Criteria



Elo: -

Year: -

ECO: -

0-1 1/2 1-0

Look For Position

Elo: This searches for players of a specific strength which is defined as a range.

Both: Both players have to be in the named range.

One: One of the players has to be in this range.

White: The white player has to be in this range.

Black: The black player has to be in this range.

Year: This specifies the year in which the games were played. It is possible to enter two years. In this case the two years define a range, for instance all games played from 1996 to 1998.

1:0 1/2 0:1 This can be used to select games with a particular result or results.

Look for Position: The current board position is used as a search criterion. This means that all the games in the database are filtered in which this board position is found.

Note: All the search parameters can be combined with one another!


Search for Medals


When a game fulfils certain criteria it is awarded a medal. Medals have different colours in the game list, and so they are immediately visible. Medals are awarded either to a move or to a whole game.

Medals are entered in databases by the Database program Chessbase. The program uses medals to point out things discovered when analysing games.

The following medals are used:

Best game – Decisive game – Model game – Important innovation – Pawn structure – Strategy – Tactics – Attack – Defence – Sacrifice – Material – Endgame – Piece play – Tactical error – Strategic error – User defined.

Search Criteria 



<input type="checkbox"/>	'Best game'	▲
<input type="checkbox"/>	Decided tournament	
<input type="checkbox"/>	Model game	
<input checked="" type="checkbox"/>	Novelty	≡
<input type="checkbox"/>	Pawn structure	
<input checked="" type="checkbox"/>	Strategy	
<input type="checkbox"/>	Tactics	
<input checked="" type="checkbox"/>	Attack	
<input type="checkbox"/>	Defense	
<input type="checkbox"/>	Sacrifice	
<input type="checkbox"/>	Material	▼

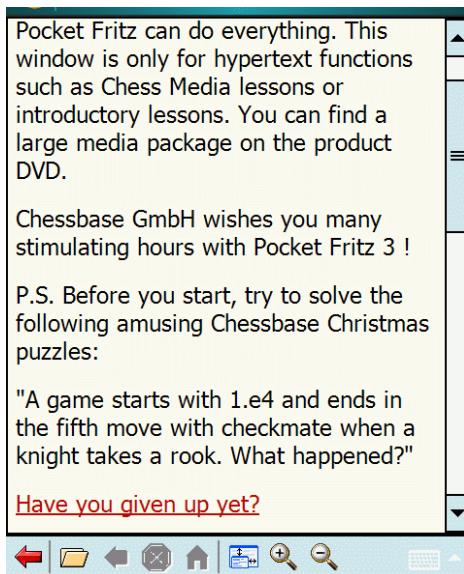
Game	Extended	Medals	
------	----------	--------	--

When you start a search the the game list of a CBH database you see a tab „Medals“ in the search mask. This opens the dialog box displayed above. You can tick a box to search for a specific medal in the CBH database. In this example you are looking for all games which have been awarded the medal „*Model game*“, „*Pawn structure*“ or „*Attack*“.

You can also use Pocket Fritz 4 to award medals yourself. Open the notation window's context menu and select the function „*Commentary*“. Click on the tab „*Medals*“ to open the dialog to enter medals. Tick the boxes with your input pen to set the medals you want to award.

Flexible text window

The program is able to show database texts. These texts can contain, for example, direct links to games or positions.



The user can enlarge or reduce the size of the text window with the two buttons below that text window.

Diagram in Full Notation

Load a game from a database. In the notation window's context menu there is an entry called „Diagram“. This can be used to load a diagram into the notation window.

If you expand the notation window to full screen display you will see the advantages of the option „Insert Diagram“.



Doing this puts diagrams into the notation, just as in a chess book.

Sorting Columns

Lists can be sorted by clicking on the column headers.

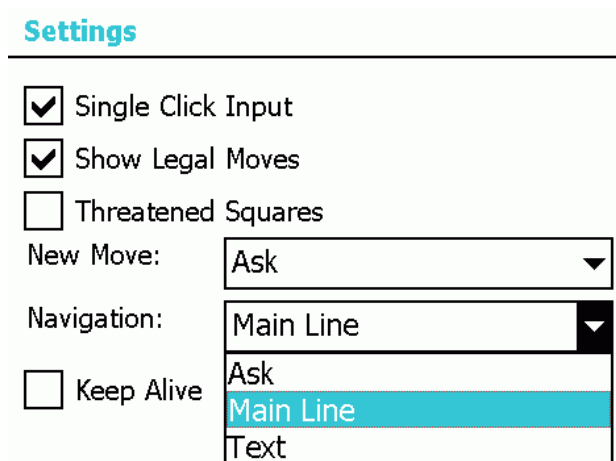
In the database list windows it is possible to make the list more readable by clicking on the column headers. For instance, clicking on the column header "White" sorts the player names in alphabetical order.

It is also possible to adjust the width of the columns. If you hold your pen down on the column headers a context menu is opened.

This menu can be used to configure the display. Any of the columns can be displayed or hidden.

Textorder

Textorder can be set via *Tools – Options – Input – Navigation*. This function makes possible rapid navigation through heavily annotated games without the user having to do without the presentation of the variations.



The moves from the game are simply processed by the program in the same chronological order in which they appear in the text.

Let's take the following game as an example.

1. e4 (1.d4 d5) e5 (1...c5 2.Nf3 Nc6 3.d4) (1...e6 2.d4) 2.Nf3

With Textorder Navigation 1.d4 is placed immediately after 1.e4 and that is how it is displayed by the program. Then come 1...d5 and 1...e5. After that the Sicilian Defence and the French Defence, exactly as they appear in the notation. Only then is 2.Nf3 displayed.

With the option "Textorder" the moves are considered in the same order in which they occur in the notation.

Chess Engine Information

The program allows the user to see what the engine is doing while it is thinking about its next move. This is also available in the analysis mode. You can only see this information if you select the small board layout.

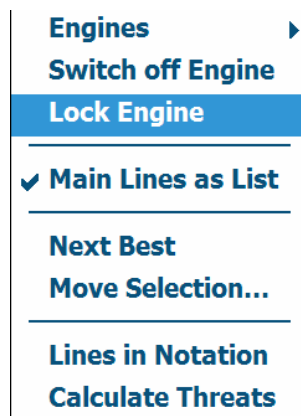
The following information is displayed:

Depth=8/22 13kNs Qb6 (2/34)

(0.97) 7...Qa5 8.Nb3 Qd8 9.Be2 h6 10.Bh4

- Search depth
- Move being calculated
- Number of possible moves
- Evaluation
- Main line

Clicking in the engine window opens a context menu.



- **Engines:** This makes it possible to select a different engine for the analysis.
- **Switch off Engine** Disable the Chess Engine. This is helpful to save energy of the battery.
- **Lock Engine** The function „Lock engine“ tells the engine to continue analysing this position even when you are playing through the game’s continuation.
- **Main lines as list:** Either all the main lines so far evaluated are displayed as a list, or only the currently evaluated main line is displayed.
- **Next Best** the option „Next Best Move“ forces the engine to ignore the best move it has found and only consider alternatives
- **Move selection** It is possible to manually omit certain moves from the program’s analysis.
- **Lines in notation:** This places the chosen main lines as commentary into the Notation.
- **Calculate threats:** This shows potential threats in the current board position.

Tips for game search - Pull-down menus

In the search dialog there are small black arrows next to the entry fields for White, Black and Tournament. Clicking on an arrow opens a list of all the player or tournament names stored in the database. This can be used for faster selection of famous players or tournaments.

Filter Buttons



Below the list of games there are several buttons. By using these Buttons you can quickly enter a new search criterion. For instance: Select a game in the game list. Now click on the button "Filter White". This enters the white player's name into the search criteria.

New Tactics Training

Pocket Fritz's Taktics Training is a useful feature to practise your tactical skills. Most users are happy with the difficulty of the positions in the database. The program reads the positions from the file PF3Training.PGN which is stored in the folder My Documents\Chessbase on the Pocket PC.

If you want to create your own training database with positions for Pocket Fritz you need either the PC program Fritz or the database program Chessbase.

Follow these simple steps:

- Use ChessBase or Fritz to create a new database called PF3Training.pgn. Remember to select the database type PGN Format. If you are using Fritz set the option Tools - Options - Clipboard - PGN - Old Format.
- Apart from complete games a PGN database can also contain fragments such as chess positions. Either set up a position on the board or use a position from a game.
- Input in the notation window the solution for the position that is on the board. This solution can be one move or several moves long. If you use a fragment from a commented game you must remove the commentary!

After you have finished inputting the positions the file PF3Training.PGN has to be copied into the folder My Documents\Chessbase on the Pocket PC. This can be done by using Windows Explorer. Pocket Fritz will then use this file when you select the function Tactics Training. Please be careful to use the correct filename.

When you put together test positions it is sensible to choose positions that contain tactical plans or forced mate. If the solution cannot be found despite your efforts it can be displayed at any time by clicking on the icon with the question mark.

Select Engine

The word "Engine" describes the part of the chess program that is responsible for calculating moves. In Pocket Fritz it is possible to choose between different engines, which means that different programs can be used to analyse games or positions.

You can select a chess engine in the menu *Tools - Options - Engine*.

If you hold the pen down after clicking in the engine window a context menu is displayed. This menu can be used to change the chess engine.

Show Legal Moves

When this option is selected all the legal moves for a piece are displayed when you click on it.



The destination squares are displayed in green, red or yellow to show whether the piece would be safe, endangered or sufficiently protected. This option is set in the Option Dialog.

Context Menus

There are many places on the screen where holding the pen down opens a menu with options relevant to this position on the screen. This type of menu is called a "context menu".

These are typical examples of context menus:

- Context menu "Notation" with functions for commenting. See Notation.....
- Context Menu "Game Data" with functions to edit the input fields.
- Context Menu "Engine Window"

Extended Commentary Features

Pocket Fritz offers many ways of adding commentary into the game notation. The program makes it possible to add commentary symbols to individual moves.



In professional notation of chess games it is customary to comment on moves with a symbolic language which can be understood internationally. The program uses special fonts which contain all the commonly used commentary symbols. The commentary symbols can be loaded using the context menu of the game notation window.

The symbols are then displayed in the notation window's context menu.

New Move

What should happen when a move is made in the middle of an existing notation?

This opens a dialog called "New Move". This decides whether the new move is an alternative variation or should overwrite the existing move.

Overwrite: This overwrites the existing notation with the new move.

Insert: The move is added to the notation as a variation.

New: The new move becomes the new main line in the game.

New PV: The new move overwrites the existing notation, and the old notation becomes a variation.

Select Line

Games can be commented with variation lines. If you come to a variation while playing through a game the dialog "Select Line" is opened.

You can select the line you wish to follow by clicking on it in the list.

Technical Terms

Engine

The word "Engine" describes the part of the chess program that is responsible for calculating moves. Pocket Fritz allows you to change the engine.

Hash Tables

Every modern chess program uses so-called hash tables, ie tables where chess positions that have already been evaluated are stored to increase the speed of the chess program. Whenever a position is examined the chess program checks if this position has already been evaluated. If this is the case there is no need to evaluate it again. This saves a lot of time and allows the chess program to calculate a lot deeper.

When using hash tables a few things have to be remembered:

Very large hash tables only have a noticeable positive effect in long time controls. In games with short time controls, such as Blitz games, small hash tables are sufficient.

If you use the maximum value for the hash table size it can happen that other actions, such as entering moves, are slowed down. For this reason you should never use all the available memory for hash tables.

PGN Format

The PGN format is a standardised format for saving chess games. It is used by many different chess programs and is valuable for data transfer. It is possible to copy and paste games in PGN format via the clipboard.

The PGN format has become a popular means of sending games via the Internet. The reason is because unlike complex, specialised file formats, PGN files contain pure Ascii text. Because of this the

files can be processed with any text editor. In PGN files not only the notation, but also data such as the player names, tournament, place and date, result and commentary are contained. A PGN file can contain not only games, but also positions.

ECO Classification

The ECO key represents a system for classifying chess openings. The name ECO stands for the Encyclopedia of Chess Openings. The ECO system is an internationally accepted standard.

Every key is made up of a letter between A and E, and a two-digit number between 00 and 99. This means that there are 500 keys between A00 and E99.

B36 Sicilian (Maroczy Bind: Gurgendidze System)

The ECO keys are an important help for filtering games with particular openings out of a database. These keys have the advantage over the common opening names that they are defined more precisely and can be understood by chess players whatever language they speak. The program displays a game's ECO key in the status line at the bottom of the screen and can be saved with the game data in the database.

Elo Ratings

Elo ratings represent the relative strengths of chess players. They are named after the Hungarian mathematician Arpad Elo.

1000-1600 = average club players

1600-2100 = good club players

2100-2300 = players at county level

2300-2450 = international masters (IM)

2450-2600 = grandmasters (GM)

2600-2840 = supergrandmasters, world champions

Player Elo ratings are integrated into Pocket Fritz.

In the Search Dialog (both in local databases and the online database) you can define the Elo range for the players you are looking for.

- Both: This searches for games in which both players have the named Elo rating.
- One: This searches for games in which at least one player has the named Elo rating.
- White: This searches for games in which the white player has the named Elo rating.
- Black: This searches for games in which the black player has the named Elo rating.

Inputting Elo ratings

When you save games you can enter the Elo ratings of each player.

Database

In a chess database games are stored along with commentary and variations.

Large collections contain chess games from the beginnings of chess up to the most recent tournaments. A chess database can be used to analyse the enormous volume of games, for instance for preparing to face a particular opponent. The search functions allow the preparation of training material for openings, middlegames and endgames.

Pocket Fritz supports the CBH and the textbased PGN format. You can install any number of databases on the Pocket PC for processing with the search functions.

Permanent Brain

"Permanent Brain" is the capability of a chess program to carry on thinking while it is the opponent's move. All strong chess programs can do this, including Pocket Fritz. The program assumes that the opponent will make what it considers to be the best possible move and calculates a response to it. If the opponent makes this move the program has saved a lot of time and is able to calculate deeper. The Permanent Brain is the reason that Pocket Fritz is often able to make a move immediately, even in long time controls.

Tips

Using the Keys

Some Pocket PC models have more keys than others. These can be used to start commonly used functions directly. The big key on the Pocket PC can be used to navigate in the game notation. This is very useful for playing through games, since it means you do not have to use the input pen.

Press Right: plays one half-move

Press Left: Undoes one half-move

Press Up: Jumps to the beginning of a game or the beginning of a variation.

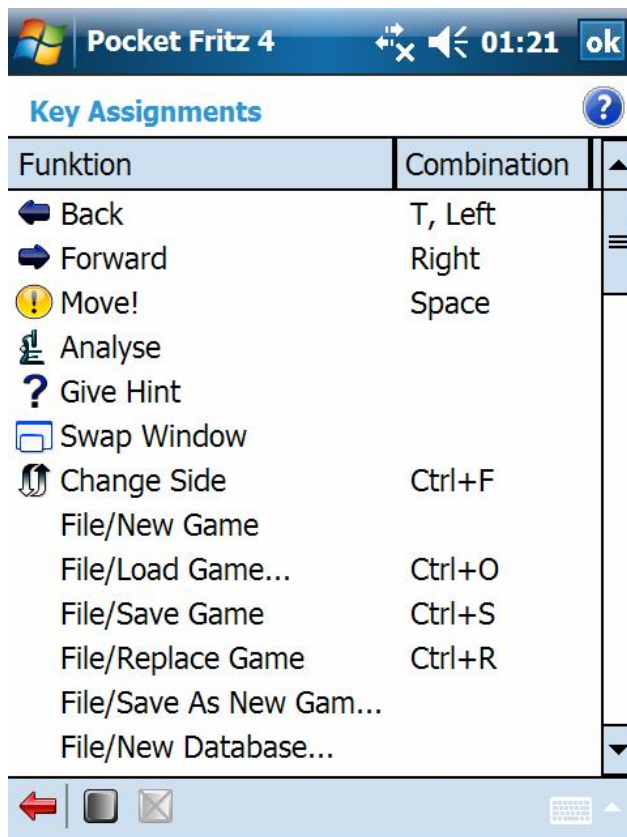
Press Down: Jumps to the end of the game or the end of a variation..

Note: *This option is not available for all Pocket PC models.*

User-Defined Keyboard Layout

The program can be used more easily if commonly used functions are assigned to hotkeys or even the Pocket PC's hardware keys.

The menu *Tools – Customize* opens a dialog:



In the column entitled „*Function*“ there is a list of the functions for which keys can be assigned. Click on a function to assign a new hotkey to it.

At the bottom you see some buttons:

Clicking on the middle button (the key symbol) opens a dialog with which you can select a new hotkey for the function.

Clicking on the right button (the struck through key symbol) deletes a hotkey which had previously been assigned.

Optimise Pocket PC

Chess programs are very intensive applications that need a lot of computing power. You should make sure that the program has as many system resources as possible at its disposal. Many programs for the Pocket PC, such as Pocket Word and Internet Explorer, are not automatically closed when you change windows. They remain active in the background. This takes away valuable system resources, especially on computers with not much memory.

To optimise your system for Pocket Fritz follow these steps:

In "Settings" choose the tab "System".

In the dialog box click on "Memory".

In the dialog box for "Memory" choose the tab "Completed Programs". The operating system then displays a list of all the programs that are still active.

Click on "End all". This closes all active applications, and next time you start Pocket Fritz it will have all the computer's resources at its disposal.

Note: When you end Pocket Fritz the application is completely removed from the Pocket PC's memory.

Support for square screens

There are devices which have a square screen rather than a rectangular one. The new update now also supports these screens in full screen mode. For example, the Palm Treo 700w has a resolution of 240x240. In full screen mode the board will take up the whole screen, leaving no room for the clock or for the notation. In the upper right corner you will see a small button which allows you to restore the proper window resolution.

Clear Type

The notation and the information displays are easier to read when the option *Clear Type* is activated.

Clear Type can be activated in the *Clear Type* tab of the menu *Tools - Touch Screen*.

Alternative Sideways Format

The program's display can be adjusted on the Pocket PC. You can use the menu *Settings - Touch Screen* and the option "Sideways". This display can be used in combination with the small board layout to make more room for the notation.

Internal power management

In the settings of your pocket PC you can administer the power management. This may make sense for the usual standard applications, but it may not be so helpful when using a chess program. For example, it is annoying when the power management settings of your PPC simply switch off the device during a long period of analysis with Pocket Fritz.

Threatened Squares
New Move: ▼
Navigation: ▼
 Keep Alive

Under *Tools – Options –Input* there is the button “ *Keep Alive* ”. This prevents the power management system of your Pocket PC simply switching the device off during a long period of analysis or during the playback of media files.

Note about folders

It is possible that in the file dialog not all the databases stored on the Pocket PC are listed.

The reason for this is that the Pocket PC's operating system allows deeply nested folders, but it doesn't display the files saved in them. To avoid this, please do not store databases in paths that are deeply nested.

Contact + Support

ChessBase offers free support for Pocket Fritz. If you have questions or suggestions please feel free to contact us.

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