

# **Chess Position Trainer 5.05 - Manual**

by Stefan Renzewitz © 2014

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# 1 Chess Position Trainer 5

## 1.1 Installing the Program

Chess Position Trainer runs under Windows 8, Windows 7, Windows Vista and Windows XP (32bit and 64bit) and needs the Microsoft .Net Framework 4.x installed (which should be already installed on your system if you install Windows updates regularly). If you download the program from [www.chesspositiontrainer.com](http://www.chesspositiontrainer.com) the installer will check if your system meets the requirements.

The program creates a folder under “Documents” which is called “Chess Position Trainer”. In this folder the program copies an example database (ExampleDatabase.cpt) and an example PGN file (Amarok.pgn). Both are used for the tutorials in the section *Common Tasks* (p. 16). The example database should be automatically loaded if you run Chess Position Trainer for the first time. It contains an example opening for the “Closed Sicilian”, which allows you to get familiar with the program without having to care of creating an opening first. It also includes tactic exercises and some content to demonstrate how to organize your repertoire the Chess Position Trainer way.

Then, under the same folder the program will create backup folders for a daily, weekly and monthly backup, if you activated it. When you start the program for the first you will be asked if you want to activate the backup system (you can change the folder for the backups). It is highly recommended to activate the backup functionality. Although the program has been thoroughly tested as a matter of fact any software has bugs. The risk to get a corrupted database due to external factors has to be taken serious too (e.g. sudden loss of power or a virus). That’s why any serious database program offers backup-mechanism, so does Chess Position Trainer.

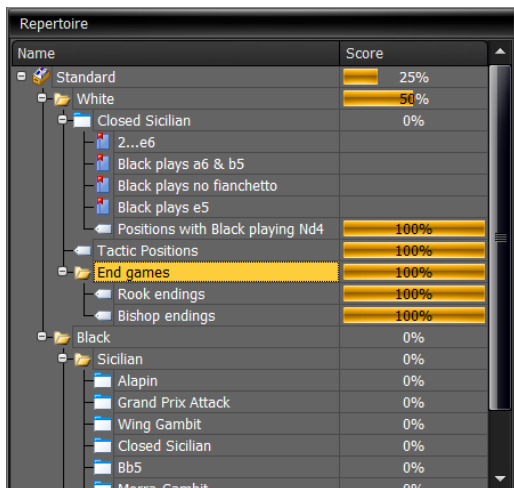
## 1.2 Welcome to Chess Position Trainer 5!

Chess Position Trainer (CPT) is the perfect solution to manage your chess repertoire in a more efficient way than you probably do today. A CPT repertoire can cover not only your openings, but also key positions of an opening, tactic positions, endgame positions, middle game ideas and model games. It helped already thousands of chess players around the world to improve their chess play. This has been achieved by two major, unique approaches.

### *Natural Representation of your Opening Repertoire*

How do you work on your opening repertoire today? Many chess players don't use specialized chess software to manage their openings. Instead they use classical game databases. When game databases were originally conceived the creators probably didn't have in mind opening repertoires. This leads to a workaround by creating pseudo games with variations which is neither intuitive nor efficient, but common practice.

CPT works very different as it was created with opening repertoires in mind from the beginning. Instead of storing games it stores positions and candidate moves for each position regardless of any concrete game (you can compare to editable opening books of game databases). This helps you to spot transpositions from one opening to another one automatically. Then it offers you a way to structure your opening in logical (sub-)sections by using folders, openings and (sub-)variations as repertoire elements. By introducing this new layer you will quickly realize how much more intuitive and easier it is to manage your opening repertoire. Finally, you can create topics and train them. Topics are very flexible and can be used to manage key positions of an opening, tactic positions, endgame positions, middle game ideas, model games etc.



### *Training your Openings efficiently and thoroughly*

How do you train your opening repertoire? Are you sure you know your complete openings? Do you have any gaps? While many chess players at least manage their opening repertoire somehow, it is surprising how few train it efficiently. That's actually the moment you can save most time with an efficient tool. The time you save for remembering your openings can be greatly used to learn the ideas of the arising middle games.

So, what does CPT do? In a nutshell: CPT trains you in your individual openings. It plays the opposite side and focus on those positions which you know least - automatically.

Although chess players are known to be smart and logical people, quite a few chess players approach their goal to improve their chess opening skills in an efficient way. If you compare learning chess with learning a foreign



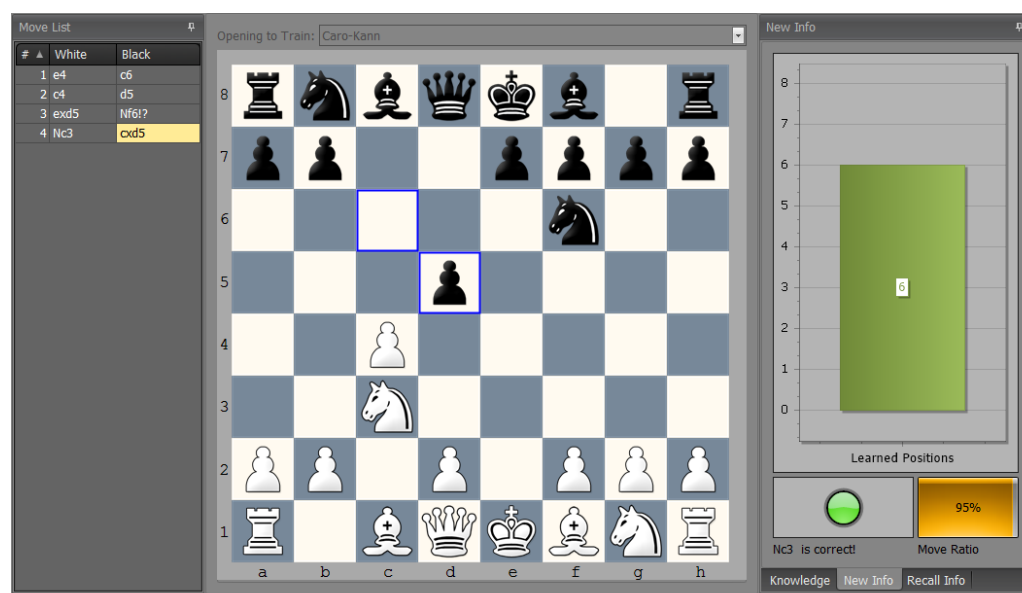
language it's amazing that it was Chess Position Trainer only in 2004 which introduced the flash-card concept to chess software. Till then chess players had either no way to get tested in their openings or it was totally randomly which is not much better. CPT changed this by automatically storing training results and then focusing on the weaknesses of the user in future training sessions.

If you ever learned a foreign language it is clear that you just have to learn by heart vocabulary and grammar and then practice them in real life situations. In chess you can compare the vocabularies with positions (and the correct move) and grammar with tactical motifs, ideas or common acknowledged rules. CPT let you train both!

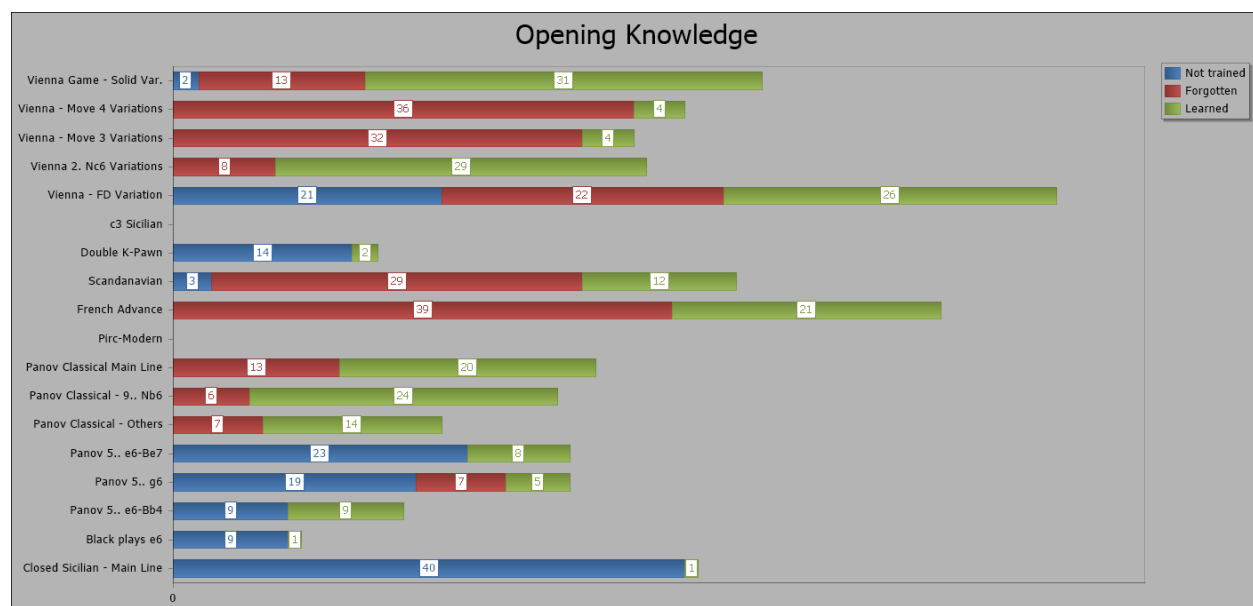
How did you remember the vocabulary of your foreign language? Just by reading through a book? Not very likely. Still, many chess players will tell you that learning by heart is nothing you should focus on, but understanding the ideas (=grammar) is all that matters. Maybe the reason behind this is that it doesn't sound smart or even cheap to learn things by heart and win a game just based on this knowledge advantage as it doesn't require any chess skills. However, in many openings the move order for parts or complete lines is basically forced and it is the only part of the game you are guaranteed to play. Furthermore to create a repertoire which ensures you only reach middle games you like to play requires actually serious chess skills. That means, while creating your personal repertoire you automatically spend more time on the ideas behind each line or better how to continue in the middle game. CPT encourages you to do so. On the contrary just importing a PGN file and start training makes not much sense if you have no idea about the opening.

By the way CPT let you not only manage openings, but just all parts of a chess game like key positions of an opening or a collection of tactic positions and end game positions. That means you can manage the grammar (ideas) with CPT too!

Modern software programs for learning foreign languages are using some kind of flash-card concept to provide you an efficient way to remember your vocabularies and grammars. CPT uses the same idea, but applied to chess. It makes sure you are not overlooking any part of your repertoire and it does this in a very structured, automated way. This is the beauty of it: you don't have to care about the logic in the background, CPT does for you!



Also, it is not only about learning by heart. Even if you are never using the training feature of CPT it will make your chess life easier. Actually, creating an opening repertoire can become an interesting research task. You can study chess opening books, game databases etc. and then create a plan how to reach only middle game positions which suit you. This is easy to write in one sentences, but certainly for most of us a life-long task. CPT will be a great company for you on this journey!



Enough theory, let's have a quick look at some of the major features of CPT:

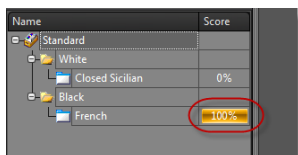
- A position database concept instead of game database is more natural and avoids pseudo games.
- Manage your openings, key positions, tactic positions, chess puzzles, endgame positions and model games in just one database.
- Unique concept to organize your opening repertoire. You can represent it by using folders, openings, variations, sub-variations and topics.
- Innovative training mode with almost endless options to suit your personal training style will ensure that you train your repertoire the way you like it and as efficient as never before at the same time. Meet your next opponent confident that you know your repertoire!
- Scheduler shows you when you have to recall learned positions before you are about to forget them!
- Blindfold training mode helps you to improve your visual skills.
- Indicating your opening knowledge by a percentage number to give you confidence.
- Learn from every game you play (including online blitz), because the key information is no longer more than one click away! Stop your laziness as the author of CPT finally did by using the run games against repertoire function.
- Import any PGN files to fill-up your repertoire quickly.
- UCI engine support to analyze your repertoire.
- Auto-analysis of your complete openings will automatically add position evaluations for all positions and discover missing critical candidate moves.
- Scalable: you have an opening with over 70,000 moves? Don't worry, CPT won't slow down!
- Powerful functions like the min-max function to automatically calculate forced winning (or losing) lines based on leaf node evaluations.
- State-of-the-art user interface which you can customize to your likings (including skins).
- Comprehensive statistics provide important insights into your repertoire.



Chess Position Trainer is aimed at ambitious and serious chess players who already study or want to study chess (e)books, CD's and use chess databases as well as chess engines to improve their chess skill. It will become probably your perfect addition to these other chess resources and you will appreciate this little chess tool if you ever were looking for a more efficient way to manage and study your chess material.

Just one last example: The very handy support to run your played games against your repertoire database will let you quickly realize how much more efficient your chess study will become. Actually you will probably no longer waste useful information for example from played games, because you were too lazy to look-up where you or your opponent went wrong or played a novelty. Once configured this information is available within a few seconds. You get to the critical position by one click and by another simple copy & paste action you can analyze it with your favorite engine. Think for a moment how do you achieve the same right now, if you are making that effort at all?

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



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

Let me know your success story, how Chess Position Trainer helped you improving your chess skill and write me at [stefan.renzevitz@chesspositiontrainer.com](mailto:stefan.renzevitz@chesspositiontrainer.com)!

Sincerely,

Stefan Renzewitz – Creator of Chess Position Trainer

## 2 First Time Users

The program is all about your personal chess openings, key positions, tactic positions or end game positions. Creating, managing and training them in the most efficient way have been the guidance for conceiving and developing this software.

If you want to use the program it's critical to understand the concept of **Candidate Moves** and **Position Database** which are explained next. You also should learn how your chess content is managed in CPT as it is not using pseudo games like a game database to which you maybe got used already.

### 2.1.1 The concept of Position Database

In CPT not concrete games, but just positions and moves are saved – independent of any games. Of course, with this information it's possible to re-calculate a move order to reach a certain position, but in general the approach is very different to typical chess databases, because the goal of CPT is quite different too. So, please unlearn to think in terms of games for the opening repertoire module.

One major difference of a position database is that the program covers transpositions within the same opening or across openings (even repertoires). Especially with openings which transpose quite often you will soon appreciate this feature. Every position and move is unique in the database. The same position or move (for a certain position) is never saved twice. If you add a comment to a position or move and it is part of two openings it will be shown for both openings the same. If you edit the comment for one opening the updated comment is shown for the other opening. The same is true for position or move evaluation or training result. However, you can decide to exclude a move for a given position for an opening. For example you might play the Closed Sicilian for both sides. Then you are not forced to maintain all moves for both sides. Instead you will most likely have for the opposite color all possible replies and for your side just one. Also you can have different rankings of your candidate moves per opening.

### 2.1.2 The concept of Candidate Moves

In general you study some chess material and make decisions about which variations lead to middle game positions you want to reach no matter what your opponent plays. This requests some effort on your side as you have to make sure that on the way to those positions your opponent can't play let's say a drawish variation.

Now, to achieve your goal you have to decide for each position (beginning with the start position) what you want to play keeping in mind that it is supposed to be guaranteed to lead to one of your favorite variations and finally positions. Thus you have usually just one move for your side, but you have to consider several moves for your opposite side, because you can't legally force your opponent to play your preferred variation. However, by your choice you restrict the reasonable options for your opponent and this is exactly the effort you have to make: whatever he plays you have to ensure you still have one move which leads to a variation / position which you prefer to play. Wait a moment and let this sink into your brain. Re-read this paragraph as it is key to the whole repertoire module and CPT in general. If you have never heard about the concept of candidate moves it can be confusing at first.

All considered moves in your opening are called **Candidate Moves**. No matter whether the moves are for your or opponents side they are called candidate moves, because these are the candidates which are considered for your repertoire. You will add new candidate moves over time as you make your personal experience.

You can have several candidate moves for a position. Also you can change the order of all available candidate moves. However, for your side you will usually have just one candidate move.

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

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

Of course, sometimes there exist two candidate moves which you would like to play and especially the stronger you are the more likely it is that you have more than one line which you can play for the most popular variations just to make it harder for your opponent to prepare a game against you, but even then it's quite easy with CPT to manage the repertoire. You can have more than one candidate move and later change the order of your candidate moves. However, only the first ranked move will be considered for several functions which CPT offers like the training mode. Keep this in mind!

Just two examples, where the order of the candidate moves matters (in particular the first ranked candidate move):

- Training mode: you have to play your first ranked candidate move or the program will count it as an incorrect answer unless you changed the training settings (s. *Correct Move p. 94*).
- When you run your played games against your repertoire to find any novelties CPT will check where you didn't play your first ranked candidate move for the first time (s. *Run Against Games p. 81*).

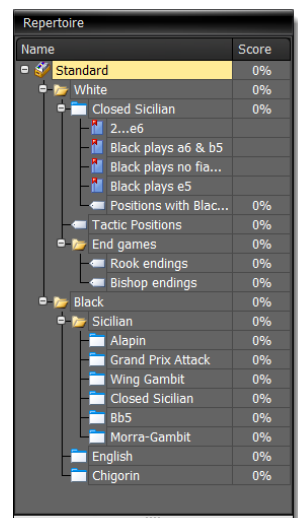
### 2.1.3 The repertoire concept

CPT saves your complete content in one database, which is just one file. The big difference to game databases is that the program does not organize your content with games. Instead you can organize your repertoire in a much more natural way by creating folders, openings and variations. Everything is shown well organized in the repertoire explorer. While folders are used to organize your material an opening is actually the repertoire element, which contains moves and positions. You can have one opening for each relevant opening of your repertoire. For instance, if you play with Black the Sicilian against 1.e4 you could have one folder for the Sicilian and then one opening for each Anti-Sicilian like Alapin, Morra-Gambit etc. and one opening for your main Sicilian like Dragon.

Just see how easy it is to understand how your repertoire is organized! No longer have you to go through a list of games where the player names have been misused to indicate the relevant opening system or sub-variation. You can easily show an opening by clicking on it and each opening is shown with its own tab in the center. Again, it is easy and intuitive to switch between these openings.

You can fill your openings either through importing *Importing PGN File (p.60)* or by moving the pieces on the chessboard.

By the way there is no chessboard shown unless you have selected an opening in the **Repertoire Explorer**.



### 3 Common Tasks

The following sections will help you to quickly get an overview about the program and how to use it. The most common tasks are explained with concrete examples, which make it easy to follow.

It is strongly recommended to at least browse through this walkthrough if you are new to Chess Position Trainer. The program is a quite complex chess tool. It offers you many features, which might be overwhelming at first. If you never used similar software for your repertoire management you might get even confused that there are no games at all, but don't be afraid, you will soon understand how CPT works and how much it will help you to save time while practicing your chess material.

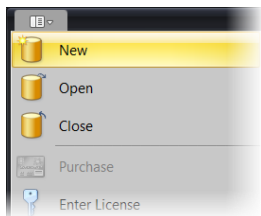
You will also understand why CPT does not teach you anything on its own, but needs your help to team-up. Many people are looking for shortcuts in their life. Usually they look sweet at first sight, but come with some drawback in the long run. CPT does not promise to be a shortcut. If you work with CPT you will obtain a very powerful tool, which can give you a competitive advantage, but it doesn't come for free or any effort on your side.

Take your time to go through this tutorial and get a good overview of Chess Position Trainer and its features in action!

Please also check available online videos with additional tutorials.

#### 3.1 Create your first Repertoire

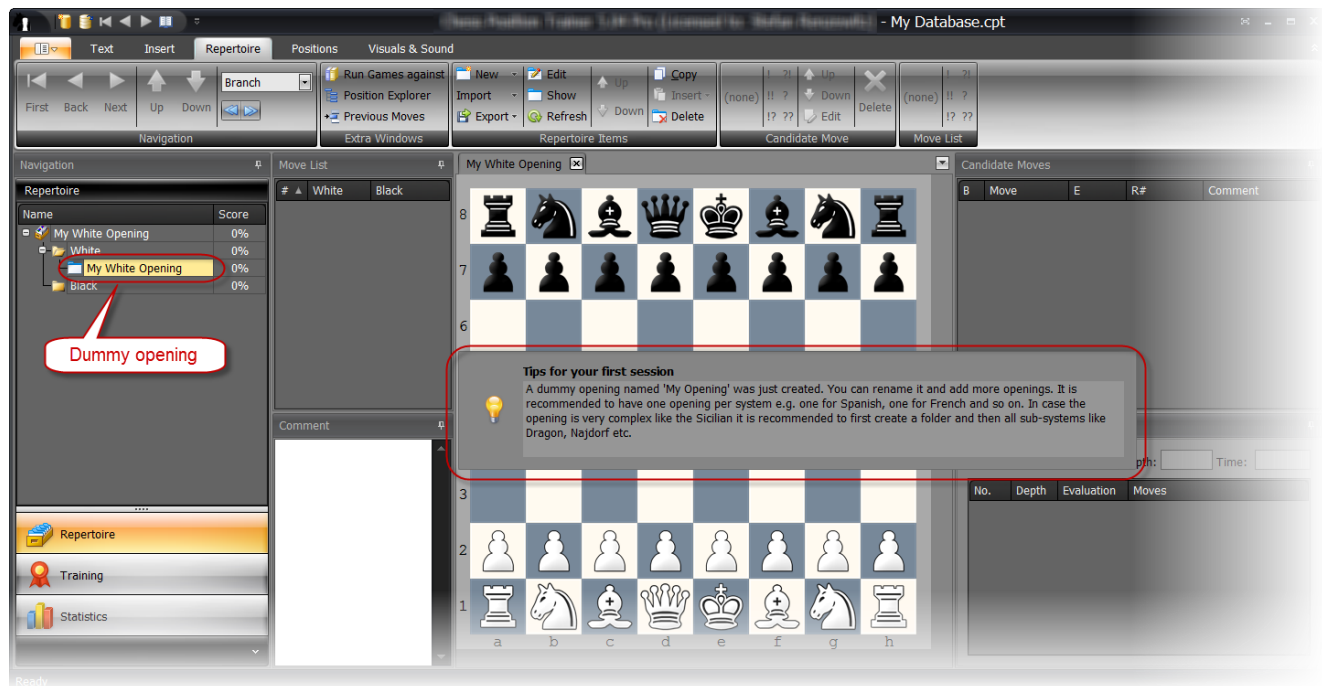
Before you can create your own repertoire you have to create a database first. This is done by clicking on the application button to the top left corner and then choosing the **New** command.



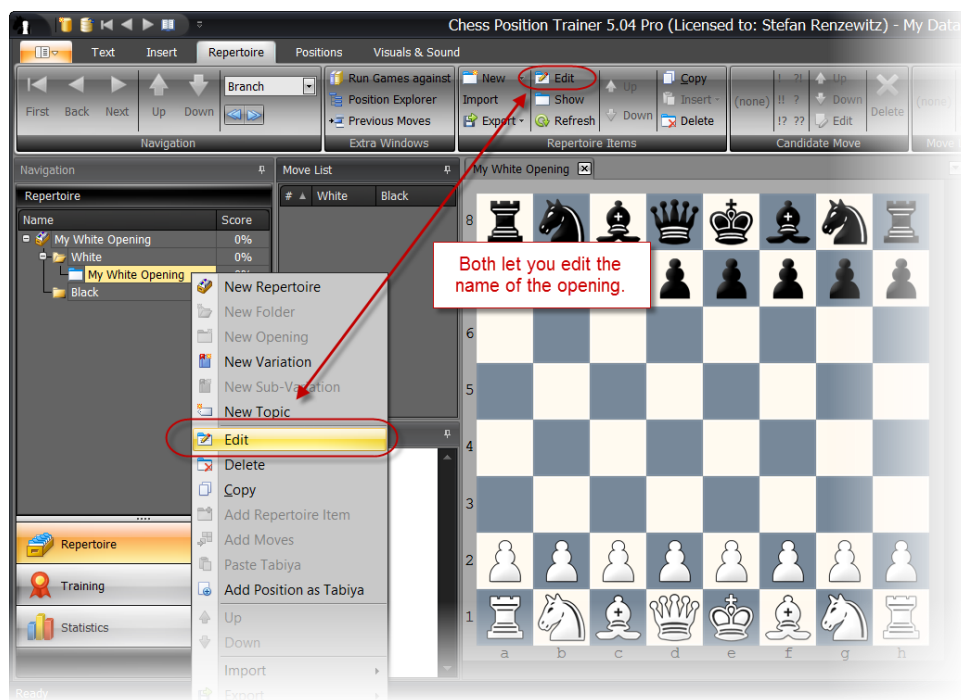
Next provide a name for the database. Afterwards the program will automatically create a repertoire and an empty dummy opening for White.

You can see a White and Black folder which you can't delete. All openings are added to either folder.

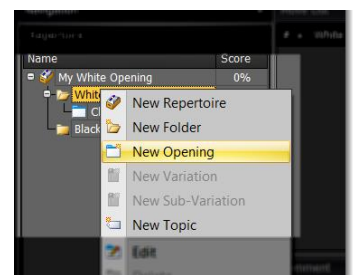




You can rename the dummy opening “My White Opening” by either right-clicking on the entry and selecting **Edit** or by using the **Edit** command from the ribbon page **Repertoire Items**. Rename it to “Close Sicilian”.



If you want to add new openings just right-click on a folder and select **New Opening** or use the **New** command of the ribbon page **Repertoire Items**.



## 3.2 Add moves to your Repertoire

A repertoire consists of candidate moves and positions. The program stores no concrete games. Instead it stores for each position candidate moves which you want to cover with your repertoire (it's up to you to decide which ones these are). All candidate moves of a position are shown in the **Candidate Move List** window.

There are two ways to populate your repertoire. You can either import positions and moves from other sources (e.g. PGN file or another CPT database) or you manually add moves.

If the just created opening “Closed Sicilian” is not open please click on it now in the **Repertoire Explorer**. Then add manually the moves 1. e4 e5, 2. Nc3 by dragging and dropping the pieces of the chessboard.

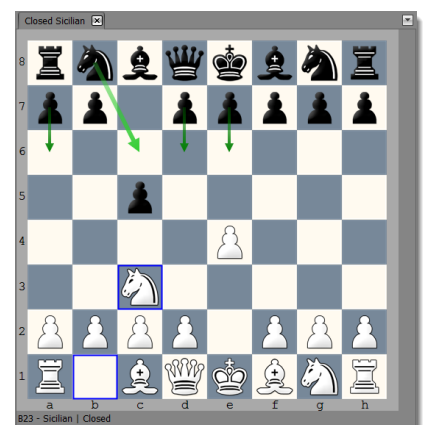
The arising position defines the “Closed Sicilian”. Now we want to cover all potential moves of Black as we can't force Black to play our favorite variations. We have to cover all options and then define our reply (usually just one). In this case we want to cover Nc6, a6, d6 and e6 as the most likely replies by black.

Enter Nc6 and then go back to the previous position to add the other moves by either using the **Back** button or by using the keyboard shortcut **Left Arrow**.



The blue double arrows let you navigate backward and forward depending on your selection in the dropdown list above (“Branch” in this example).

The arrows are the most helpful keyboard shortcuts of the program. If you use the left or right arrow you can quickly navigate through your opening by the currently selected candidate move. The **Up** and **Down** arrows help you to change the selected candidate move of the **Candidate Move List** window. The **Shift Key** helps you to jump to the next or previous branch (depending on your selection for the position type in the **Navigation** ribbon page, which is “Branch” in this example). These shortcuts are particular useful if you want to systematically navigate through your opening.



Your chessboard should look similar to the previous chessboard screenshot. The green arrows indicate which candidate moves exist for the current position. That doesn't mean all other potential replies are incorrect, but only these candidate moves are considered for training later.

Now, add after the Black candidate move 2. Nc6 the move order 3. d3 d6, 4. g3.

#	White	Black
1	e4	c5
2	Nc3	Nc6
3	d3	d6
4	g3	

Then go back to the Closed Sicilian starting position by pressing **Shift+Left Arrow** (or the blue double left arrow of the **Navigation** group page). This time select the candidate move d6 (by clicking on it in the **Candidate Move List**) and add 3. d3 Nc6.

B	Move	E	R#	Comment
<input checked="" type="checkbox"/>	Nc6		0	
<input checked="" type="checkbox"/>	d6		0	
<input type="checkbox"/>	e6		0	
<input type="checkbox"/>	a6		0	

Now you might have noticed it: all of a sudden a candidate move exists for this position already!



There are a few things to note. You reached the same position via a different move order. As the program stores each position only once it automatically detects transposition. That's why your previously entered candidate move g3 is shown. If you look at the **Previous Moves** window (you may need to activate it first on the group page **Extra Windows**) you can also see that two different candidate moves leading to this position, which is a sure sign that you reached a transposition.

### 3.3 Building your own repertoire

Game database management software forces you to create games where you misuse player's name to organize different openings (sub-)systems and topics. Please unlearn this approach as CPT offers much better ways to organize a complete opening repertoire with key positions, typical middle game positions and even tactic and end game exercises. All in just one database and well-organized with proper repertoire elements.

#### Example repertoire

Please load the example database, which can be found in your "Documents\Chess Position Trainer" folder (if it is not automatically loaded). It has a sub-folder, where the example database can be found. You can also download it from here: [www.chesspositiontrainer.com/download/exampledatabase.zip](http://www.chesspositiontrainer.com/download/exampledatabase.zip) You have to unzip the database before you can load it.

In the example database the repertoire is organized like this:

Name	Score
Standard	25%
White	50%
Closed Sicilian	0%
2...e6	50%
Black plays a6 & b5	0%
Black plays no fianchetto	0%
Black plays e5	0%
Positions with Black playing Nd4	100%
Tactic Positions	100%
End games	100%
Rook endings	100%
Bishop endings	100%
Black	0%
Sicilian	0%
Alapin	0%
Grand Prix Attack	0%
Wing Gambit	0%
Closed Sicilian	0%
Bb5	0%
Morra Gambit	0%

It is an e4 repertoire. If Black plays 1...c5 we play the Closed Sicilian. In the same way further openings for other replies like 1...d6, 1...d5 etc. should to be added (missing in this example). You should create one opening per real opening (e.g. Caro-Kan, Scandinavian, Alekhine).

In this example four variations have been created. These variations work similar to bookmarks. They let you get to key positions of the opening with just one click (the move list will be automatically populated by the line leading to the position). However, variations don't own their own moves and thus have no training score. Create a variation only, if it helps to visualize the opening sub-systems and if you expect to come back to these key positions frequently in the future.

Why not creating individual openings instead of variations? Actually, in the example this is done for all Anti-Sicilians. If an opening has very complex sub-systems (like the Sicilian) it is recommended to create one

opening per sub-system. In this case a folder can help to visualize that they all belong together (to the same opening).

However, at the end of the day it's a matter of taste. You could use the repertoire element **Opening** for all situations, but you can't easily add and delete them as you can do with variations. Sub-Variations help to further visualize the structure of a complex opening without adding a big overhead. As for openings you have to populate them with moves. If the different openings have many transpositions you have to add either all moves to all openings or decide on which moves should be part of opening A or B. You also have to select each opening separately for training. So, depending on your goal a variation can be just enough as it gives you quick access (also for training) to the position where a key variation (or sub-system) begins and you can still maintain just one opening with moves.

### **Your own repertoire**

CPT does not come with content (except a small example database). There are many ways to build your own repertoire and it is important to get it right from the beginning. Don't start training a random collection of PGN games. You will have a much better learning experience if you first learn the general ideas of an opening, key motifs and arising middle game positions. CPT is not teaching you how to play an opening. There exists hundreds of (e)books about chess openings and even complete repertoires for Black or White. Unless you are using a complete repertoire book, an opening repertoire is a personal selection of opening systems and concrete lines.

Let's have a look at a practical approach for creating your own repertoire:

- First, finding some openings for white and black you like in general (= fits your playing style). You can do this either by searching opening databases online, going to a bookstore and browsing through some opening books or asking some other chess players.
- Looking for chess books covering these openings and buying them (making sure you cover all potential systems which your opponent could play).
- Reading through these books and figuring out which middle game positions you like.
- Checking, which move orders enforce these middle games. This is actually the most time consuming and complicated part, but it is also quite interesting and fulfilling.
- Entering all candidate moves into Chess Position Trainer (that means you only enter one candidate move for your side and all potential replies covered by the book for the opponent side).
- Start training your opening(s) which helps to remember what you've just learned.

- Going online and playing some blitz games to practice once you feel confident.
- Running these blitz games against your repertoire and checking where you or my opponent deviated from your repertoire.
- Unless you just forgot your candidate move you will add the opponents move and research for a good reply. At this point you start using a chess engine or game database for the first time in the process.
- Playing your new opening over the board.
- Analyzing your game by running it against your repertoire and using a chess engine.
- For some critical positions you can search game databases for games played by strong chess players. This helps you to get new ideas and extend my repertoire.

You can notice that this approach is using a game database and chess engine quite late in the process. There are many other ways how you can create your own repertoire. Some people like to use played games of their openings from strong GM's and then go through them with an engine to select their preferred candidate moves. Some are lucky and they have a chess coach, which gives them an opening repertoire as part of the training plan.

### **Speeding up the process: importing a professional repertoire book**

You can save some time and money if you buy repertoire books. In this case the author made most of the work for you and selected the most promising lines instead of covering all moves for both sides for each position. That's a pretty reasonable approach for non-professional chess players. You can substitute specific opening systems by something else later anyway, but you quickly get a solid repertoire and you also learn the ideas of the opening and arising middle games.

The process of entering all candidate moves is quite time consuming admittedly, but it also ensures you really go through all variations. Just by doing so you will already learn quite a bit of the opening! However, since some chess publishers are offering eBooks which come as a PGN file you can also just buy these and save time by importing them into CPT. You will have to read the authors comments though to learn the ideas of the opening.

**TIP: After importing a professional ebook you can use the function *Re-ordering of Candidate Moves* (p. 77). This will take care of positions where the author offers alternative moves for a position. It only works if the author used move assessments for each alternative though (which is usually the case). Then the program will automatically bring them in order!**

### Another approach: importing games

Some chess players follow the approach to import games of their preferred openings. Some words of caution about this approach. What's your guess how many unique positions can be reached by importing *just* 10,000 games? Well, you might be surprised, but we are easily talking about 1,000,000 unique (!) positions here. And that is just for one opening (e.g. French with White)!

Now, you have to somehow go through all positions and decide for each position which move should be your candidate move (and delete the others). Based on which information are you going to make this decision? A chess engine would be certainly helpful, but it will definitely take some time before you are done and the engine is missing the feeling for a position, which a GM has. A professional ebook with analysis and evaluation by a strong GM guarantees high quality and you can focus on learning the ideas and concrete lines right away.

Nonetheless, if you want to follow this approach you should check the positions of your opening with the **GoTo-Position** type "1> candidate moves" (s. 5.2 Navigation p. 51). This let you quickly navigate to positions where more than one candidate move for your side exists. Furthermore it is recommended to import not complete games, but to limit it to the first 10-15 moves.

## 3.4 Train your Repertoire

If you click on **Opening Training** in the left navigation you get to the **Opening Training Module**, which is the heart of the program and let you train your personal repertoire.



The ribbon of the **Training Module** offers many options, which let you customize your training environment. The most important one can be found on the group page **Selection**. You can learn new positions, recall already trained positions or go in a systematic way through your opening to name a few.

First select the opening, which you want to train if it is not selected by default. In this example we want to learn the “Closed Sicilian” opening. In the knowledge window to the right side you can see that 100% of all positions are not trained yet.

Then, please select the **Complete Line** on the group page **Mode**. The **Complete Line** mode will train you in a more connected way in the meaning that you always begin with the start position and then play a complete line like a game. There is also the **Filter** mode, which starts with the position the program identified for training. The Filter mode is only available for new and scheduled positions. The advantage of the filter mode is that you are not playing the same positions again and again, but focus on the matching training positions. Also you avoid memorizing concrete move orders instead of recognizing positions. The disadvantage is that these positions are not connected and thus it doesn’t feel like playing a game. For some players new openings are easier to learn if they play complete lines as they get quicker familiar with it. At the end it is a matter of taste and it is good to know that you have the choice. Please note that you can also get a kind of best of both modes if you choose **Complete Line** and **Start with first matching position** (s. 6.5.3 *Complete Line Options* p. 94).

If you select the **Complete Line** mode you can choose to let the program demo the line first before you have to play it.

It is recommended to try out the different training modes and options to get a feeling for them. Please check the comprehensive tooltips, which are available for almost every command of the ribbon.

Now, click on the **Start** button to start the training session. You are asked to play a move. Please play e4 now.





The program indicates that the move you've played (e4) was correct by a green light. Furthermore the **Learned Positions** bar has been increased by one.

In the ribbon you can see some commands to mark a position, which you can later inspect in the **Repertoire Module** after you've finished your training session. Also, if you have absolutely no clue, which is the right candidate move you can use the **Show Move** command although the position will be then considered as not learned/recalled.

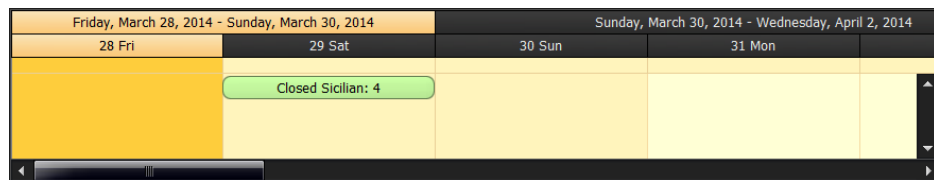
During the training session the program will continue to test you in positions of your opening. If you didn't play the correct candidate move, which you have defined in the **Repertoire Module**, you will have to repeat the position. By default the program will accept for your side only the first ranked candidate move. With each failed attempt you will get a better hint from the program to find the right candidate move. If you still don't play the right move the program will show you the right one and then moves on to the next position. You will be trained in the position later again.

The program will systematically go through your complete opening and play every candidate move which you defined for the opposite color. In our example this means it will play 2... Nc6 and 2... d6 (but not the other replies by Black as no White move has been defined yet). This way you don't miss to train any position of your opening. Of course this is only true in respect to all candidate moves your opening contains. It is up to you to ensure you cover all important candidate moves for your opponent (and the variation depth).

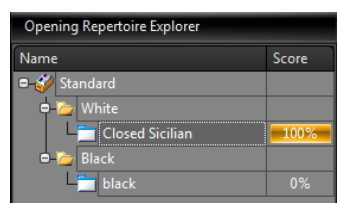
Once you have trained your opening and no further positions are available you have to switch the **Selection**. Newly learned positions are scheduled for the next day. That means you can't train these positions by selecting

**Only Scheduled** unless they are scheduled. However, you could use **Only Learned**, which will train you in already learned positions regardless of the scheduled recall date. All different selection types are explained in *6.2 Position (Tabiya) Selection (p. 89)*.

If you want to check when your next positions are scheduled you can use the **Scheduler**, which can be found on **Training** group page of the ribbon:

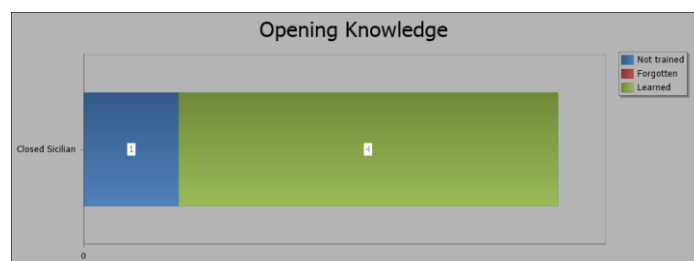


Please check *6.1.1 How the Training works (p. 85)* section for further details about the training methodology of Chess Position Trainer.



After each training session your training scores of the respective openings are updated to reflect your current knowledge of the opening. If you go to the **Repertoire Module** you can see in the **Repertoire Explorer** that your score of the “Closed Sicilian” is now 100%

Another way to check your opening knowledge is to go to the **Statistic Module** and then selecting the **Opening Knowledge** statistic.

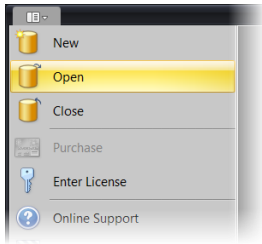


### 3.5 Learn from your played Games

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

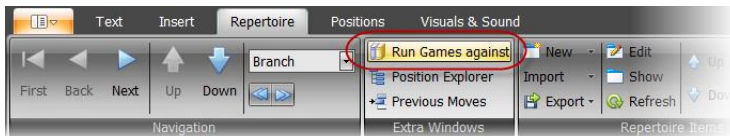
Maybe you play on the internet at some chess servers or you just play over the board games. Did you ever wanted to know with one click where you or your opponent didn't play what you actually prepared? With CPT this becomes a very simple task.

First let's load the example database which comes with CPT 5 and is located in your local document folder under Chess Position Trainer. Click on the application menu button and choose **Open**.

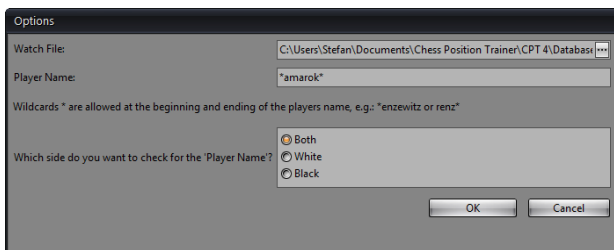


Browse to the folder where you can find the “ExampleDatabase.cpt” database. It contains an opening for White which is called “Closed Sicilian”.

Go to the **Repertoire Module** and then click on the **Run Against Repertoire** command of the ribbon page **Extra Windows**.



This will show you a dialog box where you have to provide a PGN file which contains your played games. In the same folder as the example database is located you can find a PGN file with the name “Amarok.pgn”. Browse for this file as the **Watch File**.



Next you have to provide a player name. Please enter \*amarok\* (if you run your own games against your repertoire you should provide your name here). Finally, tell the program to check both sides for the player name.

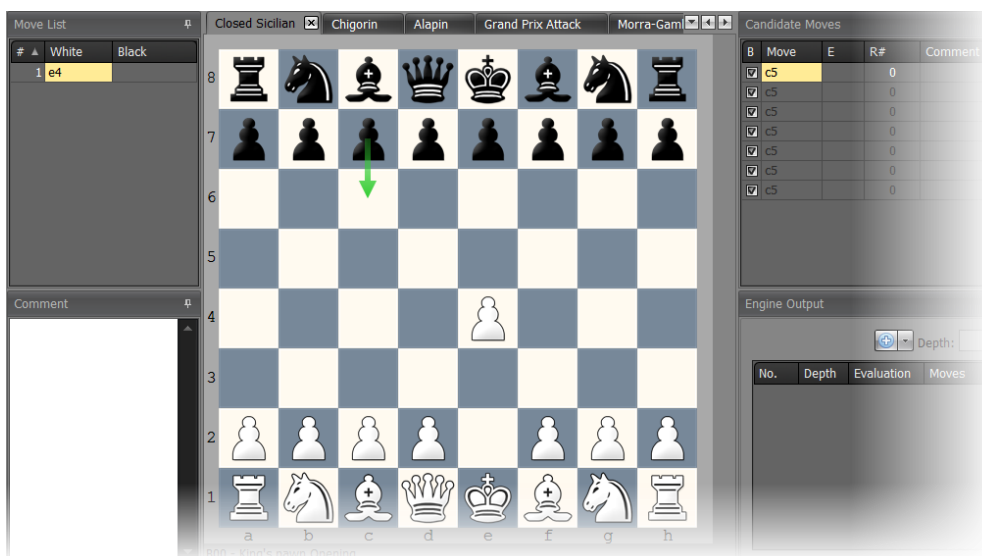
If you click on **OK** your screen should look similar to the following screenshot:



The program parsed the complete PGN file for all matching games. That means White or Black has a name which matches \*amarok\*. At the bottom you can see all games. If you click on any game the chessboard will automatically show you the position where you or your opponent played the first novelty. That means the move is not covered by any opening of your repertoire. In our case the repertoire contains only one serious opening, but this function works even with dozens of openings. The program will detect the corresponding opening which fits best to the game and then show the novelty.

The last played game is shown first. Black replied with c6 after 1. e4, which is a novelty as our repertoire only covers 2...c5 for the “Closed Sicilian” (and more openings don’t exist yet).

Activate the main window again. It should look like this:



What happened? The program shows in the main window automatically the corresponding opening and then highlights the played novelty. Of course, this is more amazing once you have a complex repertoire with many openings. You can see that the repertoire only covers c5 for this position. Now, you can add the move to your opening by playing it manually or you switch back to the **Run Against Repertoire** window where you can see the **Copy+Mark** command at the top.



This will copy the novelty to your opening and mark it as “Novelty” which makes it easy to inspect later by selecting the **GoTo-Position** type “Novelty” on the **Navigation** group page (s. 5.2 *Navigation p. 51*).

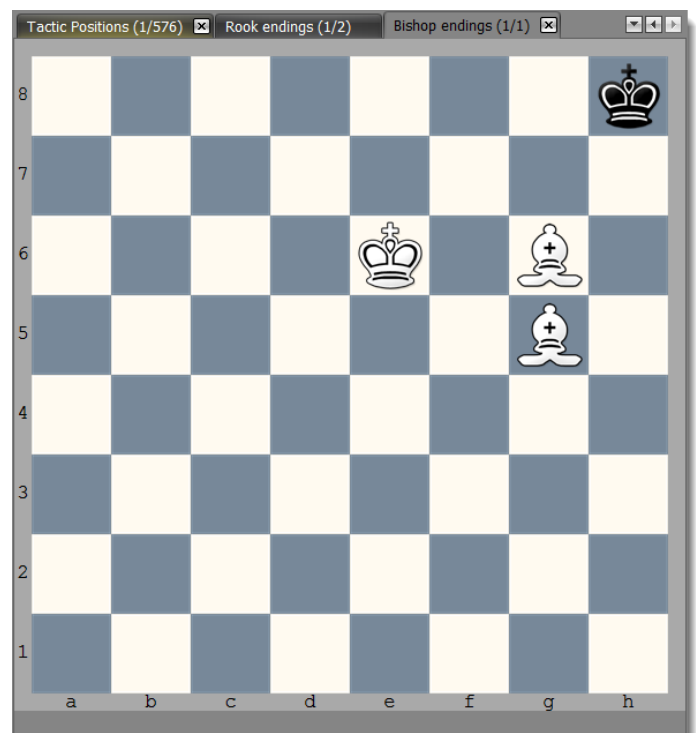
### Update Training Scores

If you use the **Update** command the program will update the training scores of your openings. CPT will automatically find out for every game where you didn't play your candidate move for a specific position and it does even more: It automatically figures out to which opening the game belongs and the position in question. Thus it makes the whole process a piece of cake. You can use this feature to train not only by using the training module, but also by playing games on chess servers.

## 3.6 Chess Tactic, End Game and Key Positions

CPT uses the concept of topics to provide a very flexible solution for creating, managing and training all type of not linked positions like tactic or end game positions, chess puzzles and key positions of an opening. The concept of topics can be even used to manage model games for an opening or ideas for the middle game.

First things first. A topic is a collection of tabiyas. Think of a topic like “Rook endings” or “Dragon key motifs” or “Mate in 3”. Each tabiya of a topic represents one of these “rook endings”, “Dragon key motifs” or “mate in 3”. You could have a topic called



“mate in 3” with 300 tabiyas (=exercises).

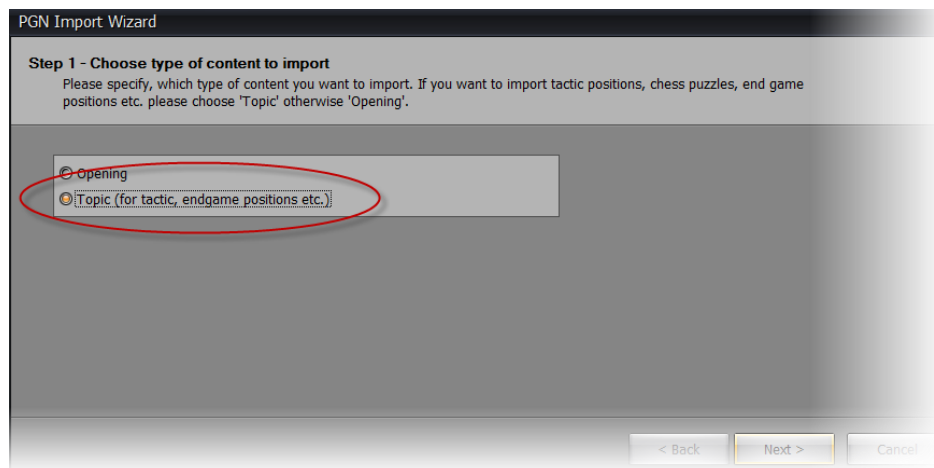
A tabiya can contain moves similar to an opening, but there are a few important differences as the goal is different as well. First of all, a tabiya can start with any position (an opening always begins with the regular start position). Then, a tabiya is considered a logical unit (exercise), which can be trained and has only one training score. The positions of the tabiya have no training score at all. That means, if you train a tabiya you are always trained in all positions it contains in one run. Only if you play the correct candidate move for all positions of a tabiya (the training goes systematically through it) it is considered learned / recalled.

Sometimes a tabiya contains only a few moves or even just one (e.g. “White to move and win: find the winning move”). However, CPT gives you the flexibility to create more complex training units. Maybe you want to include some alternatives for the opponent along the variation you want to train.

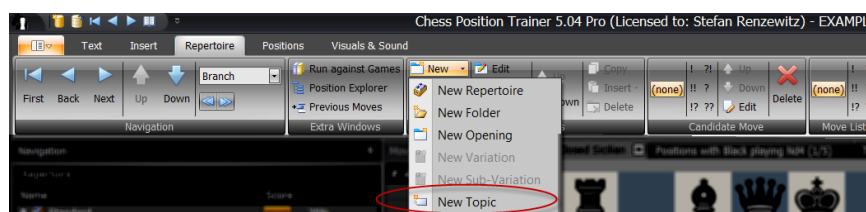
In theory you can manage openings with topics. However, as positions have no training score it is not desirable for openings. Managing some model games makes sense though.

### Managing tactic or end game positions as topic

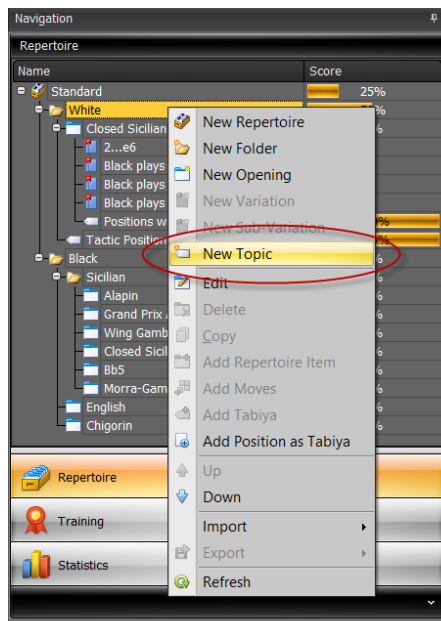
You have two options: either import a PGN file, which contains such positions or create them manually. If you use the import make sure to select the correct type on the first wizard page.



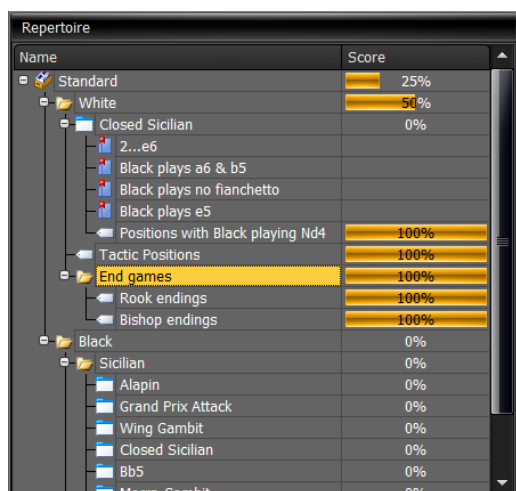
If you want to create a new topic you can do so by clicking on **New** and then the **New Topic** repertoire element command in the ribbon.



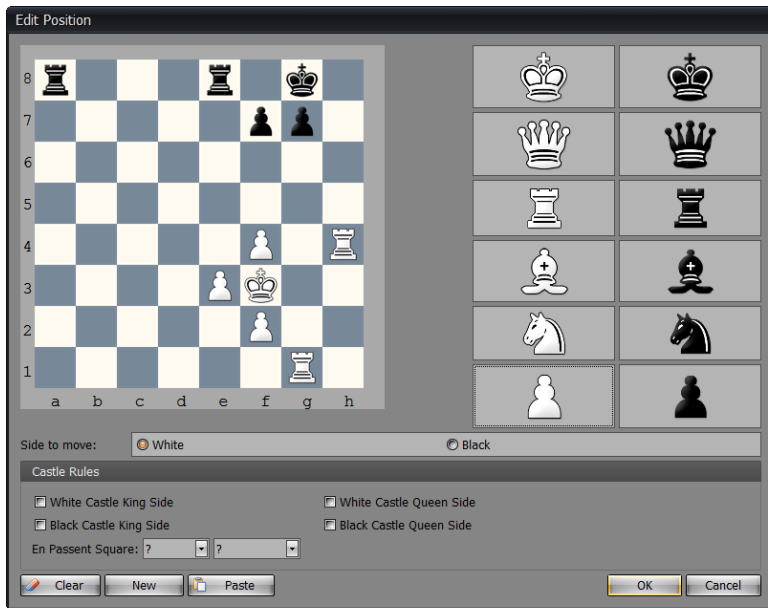
You can also right-click on a folder or opening to add a topic.



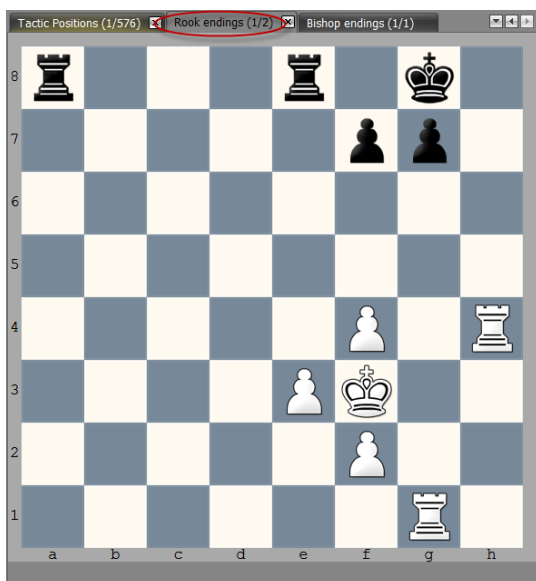
Give it a meaningful name like “Rook endings”. You could also create a folder first called “End games” and then create a topic for each motif in this folder (like “Rook endings”, “Bishop vs. Knight” etc.).



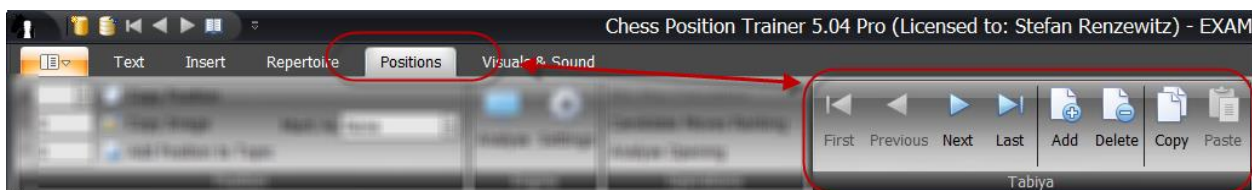
When you create a new topic you are immediately asked to edit a position. This position is the start position of the first tabiya. A topic can't exist without at least one tabiya.



The tab control shows the newly created topic and the first tabiya. You can see that it indicates the index of the currently shown tabiya next to the topic name, which is (1/1) in the screenshot as only one tabiya exists.



If you want to navigate through all tabiyas of a topic or add new ones you have to select the ribbon page **Positions**. In the **Tabiya** group you can find the tabiya navigation to go forward and backward.



Furthermore you can use the **Add** command to add another tabiya to the current topic. You can also delete the current one or copy it. If you copied a tabiya you can easily add it to another topic. This can be done by



activating another topic (either in the repertoire explorer or in the tab control) or by right-clicking on the target topic in the repertoire explorer and choosing **Paste Tabiya**. Continue with the process to add more tabiyas.

### **Creating a topic for key positions of an opening**

Do you have an opening with key positions, which you would like to train separately? Sometimes an opening has similar looking positions, but you have to continue differently. For example in the Pirc you have to continue in certain positions with c6, sometimes with c5 and sometimes with a6 or even b6. Topics are a great way to collect these key moments where you are defining the overall direction of your play. Just navigate to such a key position.

There are two ways to add a position to a topic. The topic has not to exist yet. On the **Positions** page you can use the Add Position to Topic command of the page group **Position**. A dialog box let you choose the target repertoire element. If you select a topic the position will be added as new tabiya to that topic. If you choose an opening or folder a new topic will be created below that item and the current position is the first tabiya of the topic. You can decide whether you just want to add the current position, “n” moves or the complete variation.

Afterwards just navigate to the next key position of your opening and process with the same procedure.

As an alternative you can right-click on the target repertoire element and select from the context menu the command **Add Position as Tabiya**.

The fact that you can add topics directly to an opening makes it easy to create a compact unit, which covers all aspects. You could add one topic containing the key ideas of the opening (as an introduction). In this case you want to make sure they also have detailed position comments. You could add another topic with key positions in the opening and another one about ideas for the arising middle game.

In the training module you can then easily train the newly created topic.

### **Managing middle game positions of an opening as topic**

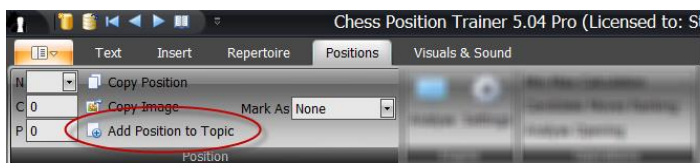
It is not always easy to tell, which move is still part of the opening and which one is already part of the middle game. Sometimes you would keep moves in your openings, just because they give you ideas how to continue in the middle game. However, you don't want to train these moves. Thus you have to use training options like **Max. Length of Line** to avoid them. This is not ideal though.

CPT offers you a smart way to manage middle game ideas and model games for an opening separately from the opening moves.

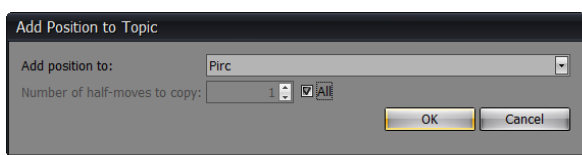
The procedure is very simple. Go to the last position of the opening, which you also want to train.



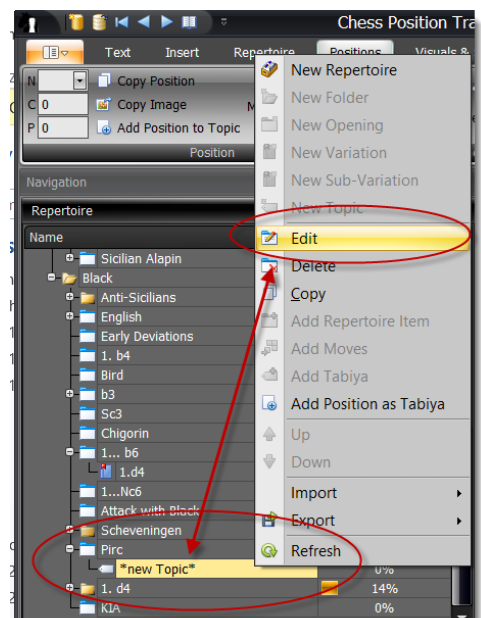
Use the **Add position to Topic** command.



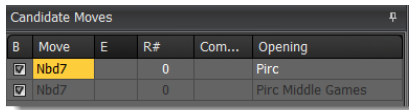
In the dialog-box check **All** and as target choose your opening. If you confirm the action the program will copy the current position and all candidate moves of the current position including all variations reached from this starting position into the newly created topic.



A new topic is added just below the Pirc opening in this example. The default name of a new topic is always “\*new topic\*”. You can rename the topic to for example “Pirc Middle Game” by right-clicking on the newly created topic and choosing **Edit**.

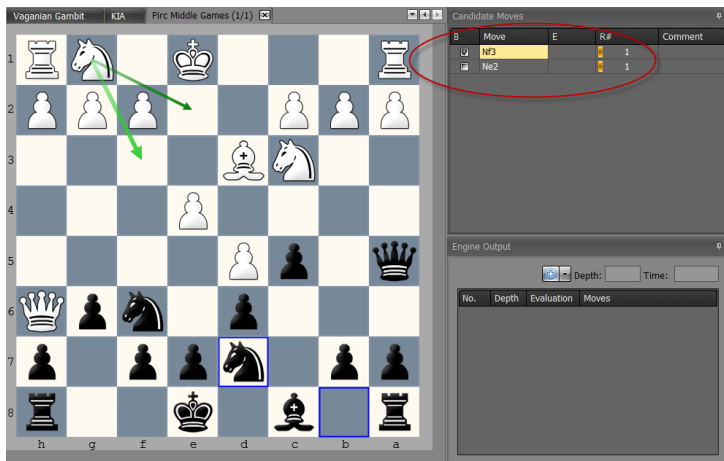


Now, go back to your opening. You are at the last position, which you want to train. In the **Candidate Move List** you can see in this example the move Nbd7 for the opening “Pirc” and “Pirc Middle Games”. The latter is shown in a darker color, because it no longer belongs to the opening, but to the topic.



B	Move	E	R#	Com...	Opening
<input checked="" type="checkbox"/>	Nbd7		0		Pirc
<input checked="" type="checkbox"/>	Nbd7		0		Pirc Middle Games

Delete the candidate move for the opening. Left is only the candidate move for “Pirc Middle Games”. As you can see CPT shows transpositions even between openings and topics, which give you great freedom to organize your repertoire. Just clicking on the candidate move of the topic will let you load the topic and corresponding tabiya.



That means you can keep your openings tight and just put all middle game ideas into a specific topic. You could also create a topic to keep model games.

### Managing model games

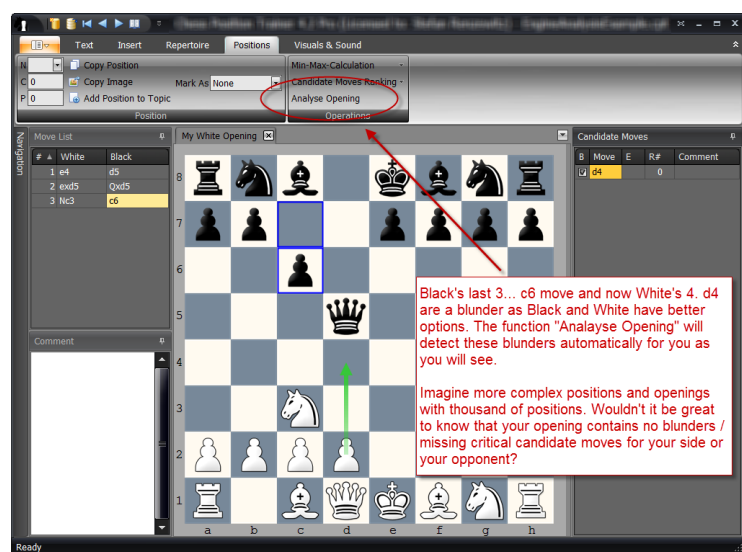
So far we have only considered using topics for managing positions, which don't start from the original start position. However, you can manage complete games with a topic as well. Sometimes you want to manage famous games as model games for an opening. Maybe you just want to browse through them from time to time to remember key ideas or you would like to even memorize them.

In this case just create a new topic. Then either import these model games or manually enter them. Each tabiya represents one model game. A model game can include variations. Such model games can be trained like any other tabiya of a topic. You have to play the complete game without mistake though before the tabiya (model game) is considered as learned. Before you start the training make sure to set the **Max. Length of Line** to a high number as a model game usually contains much longer lines than an opening.

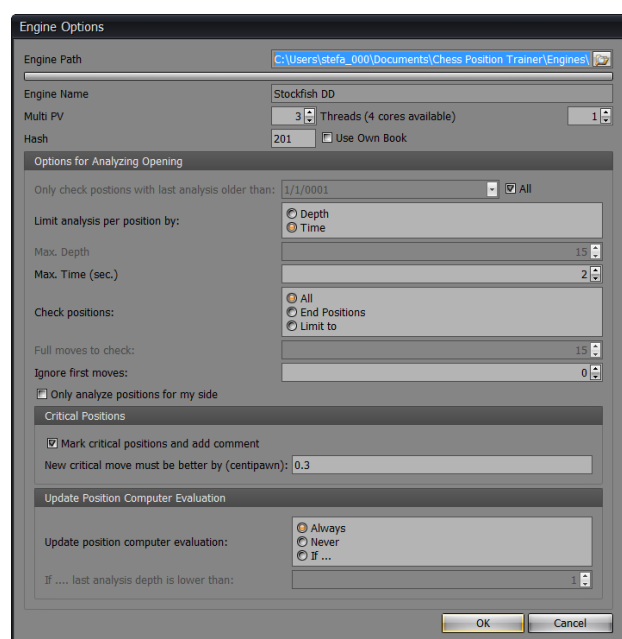
### 3.7 Auto-analyze your openings with an UCI engine

If you have an opening with thousands of (complex) positions you can use CPT to analyze the opening with an UCI engine to find blunders or critical candidate moves for the opponent, which are not yet covered.

Let's run through a simple example to demonstrate the feature. Our repertoire contains the Scandinavian opening. Let's assume for some reasons we entered c6 instead of moving the queen to for example to a5. And then we didn't take the queen, but continued in standard manner.



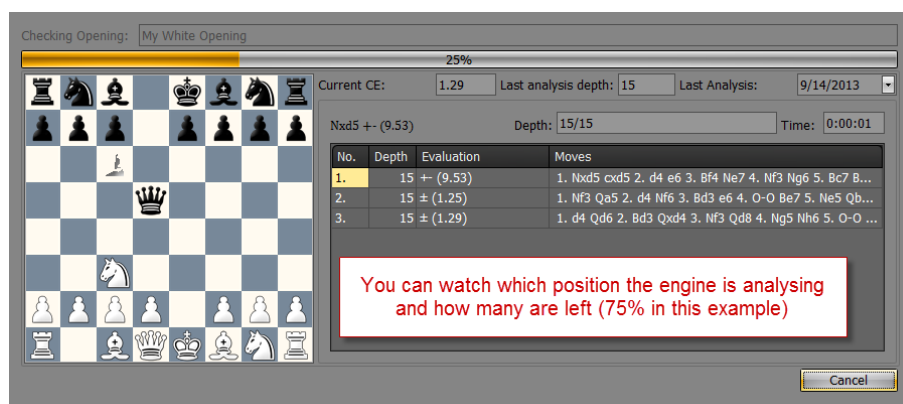
These are obvious blunders, but we use it for demonstration reasons. It works the same for less obvious situations. Now, we use the function "Analyze Opening". A dialog-box offers many different options before CPT starts with the analysis (see 5.11.3 *Analyze Opening* p. 78 for a description of each parameter).



In a real-world scenario you probably don't want to let the engine analyze the first moves. You can decide whether the engine should analysis to a certain depth each position or for a specific time.

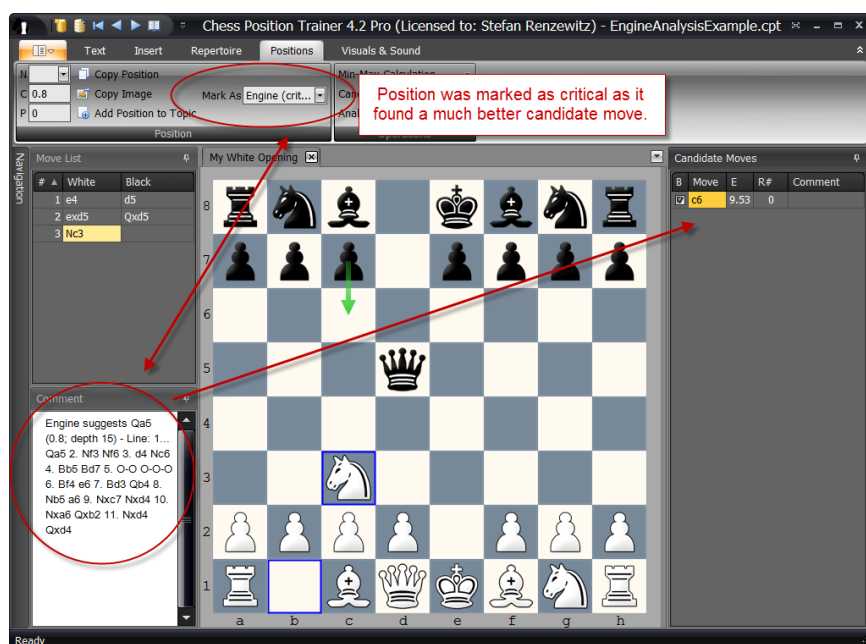
Furthermore you can let the engine update all analyzed positions with its own evaluation or make it dependent on the last analysis date. You can also just focus on all end positions to use the **Min-Max Function** (s. 5.11.1 *Min-Max-Calculation* p. 77) afterwards. Finally, you can let the engine mark critical positions. A critical positions means that you are missing an important candidate move. You can define how much better the candidate move has to be than the best already existing one in order to avoid too many updates for basically similar evaluations.

We start the analysis:



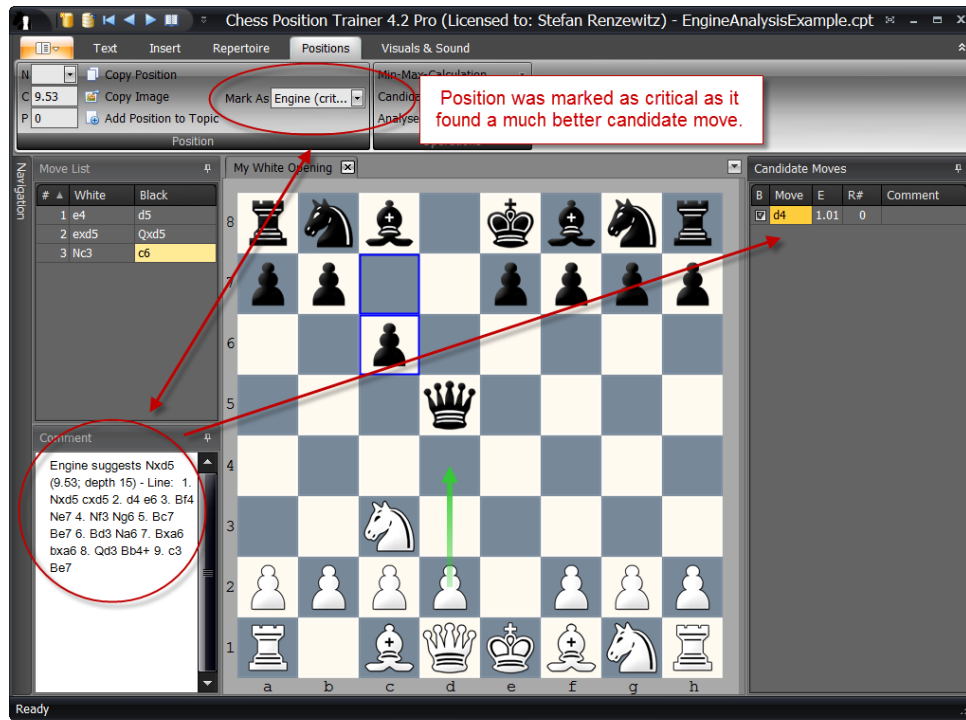
The analysis of a complete opening can take some time. CPT gives you an overview of what it is right now analyzing.

What does the result look like? Did CPT find the blunders?



Yes, indeed CPT found the blunder by Black. The position is marked as "Engine (critical)", which let you easily get back to the position later (*s. 5.2 Navigation p. 51*). At the same time it added a comment on its own showing the move, which is missing from the engine perspective and how the analysed variation goes. You can now decide to add Qa5 to your candidate move list.

What about our mistake of not just taking the queen?



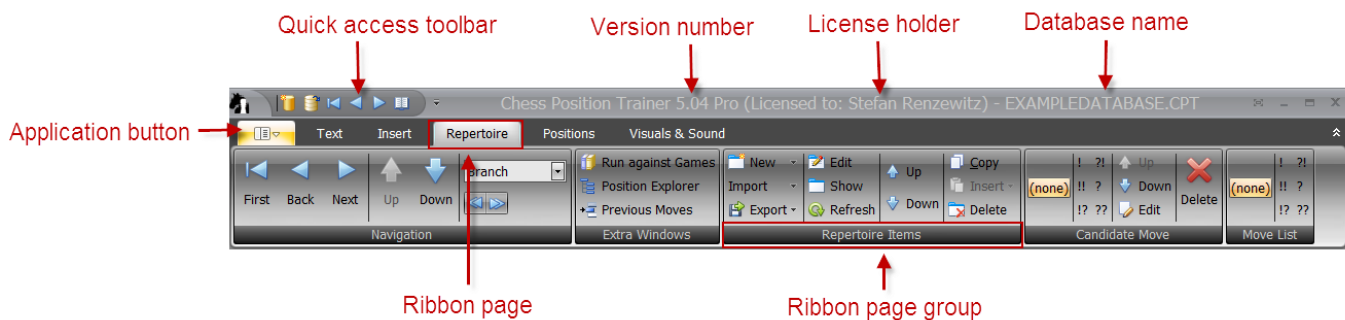
The engine found this mistake too.

Now, these have been very obvious examples. Imagine a real opening with many positions and you will see how this new feature will give you a big advantage over your competitors.

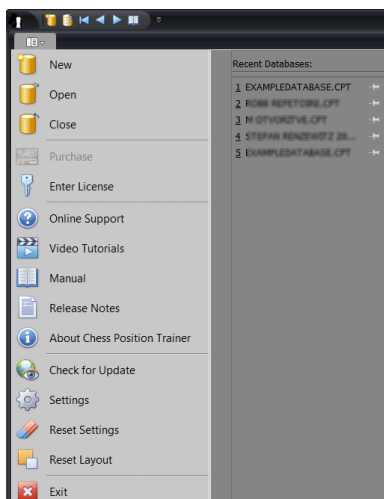
## 4 General

### 4.1 The Ribbon and Tooltips

Chess Position Trainer uses a ribbon instead of a classical toolbar. The ribbon takes up the top space of the application. If no database is loaded only the ribbon page **Visuals & Sound** is shown. Once you load a database more pages are shown. Depending on the module (e.g. repertoire or training) the pages will be different.



At the very top you can find the quick access toolbar. You can add any command from the ribbon to the quick access toolbar. Just right-click on the command and choose the corresponding item. The quick access toolbar let arrange your most frequently used commands in a way which gives you quick access. If you double-click on a ribbon page the whole ribbon will collapse and only names of the ribbon pages are shown. This gives additional space for other windows.



The application menu can be reached by clicking on the application button to the top left corner (*s. 4.2.6 DGT Support*)

If you own a DGT board you can use it for training or entering new moves. Just activate it by clicking on the **DGT board** command on the *Visual & Sound* ribbon page. The DGT board is best used in combination with a digital chess clock, as the clock will show which pieces are not placed to the correct squares.

Application Menu *p. 43* for more details).



The program provides useful tooltips for almost all commands of the ribbon. Some of them are very comprehensive and make it easier to get the help right there when you need it.

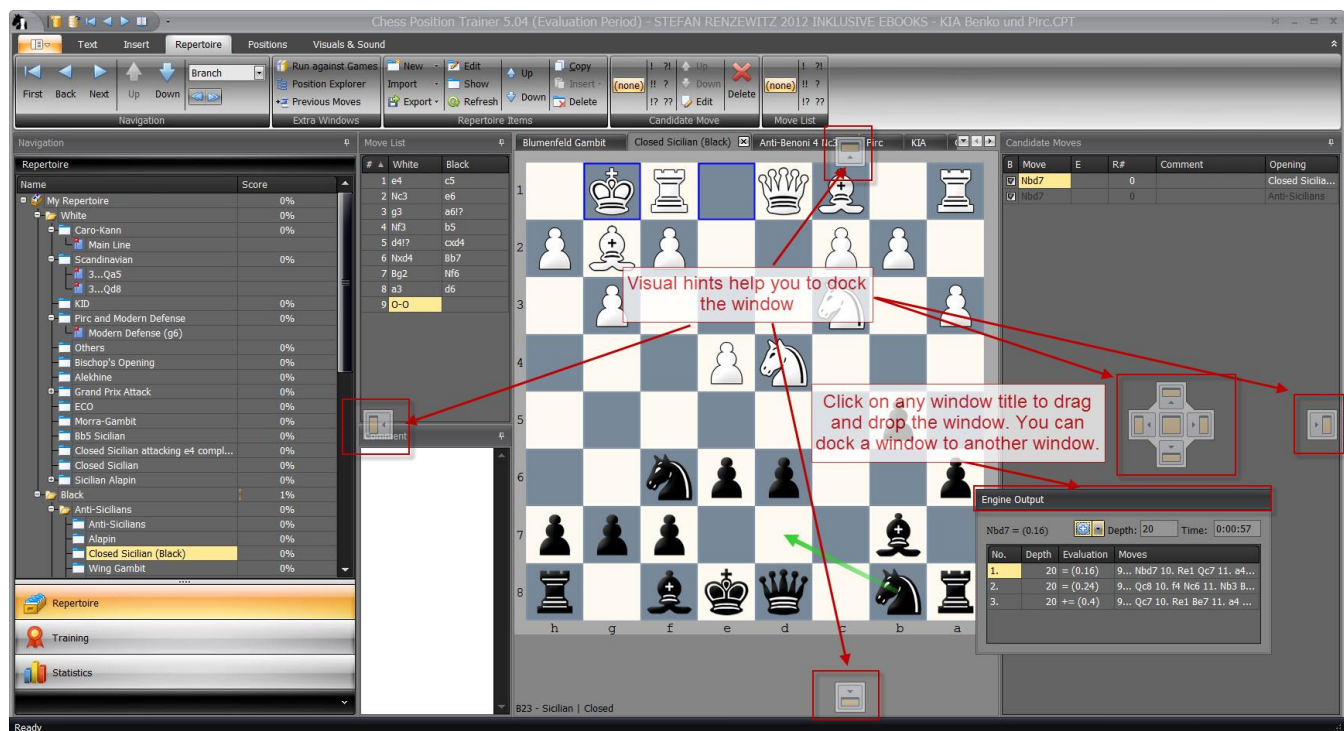
For instance, if you move with your mouse over **Run Games against Repertoire** a tooltip is shown giving a brief overview of what it is.



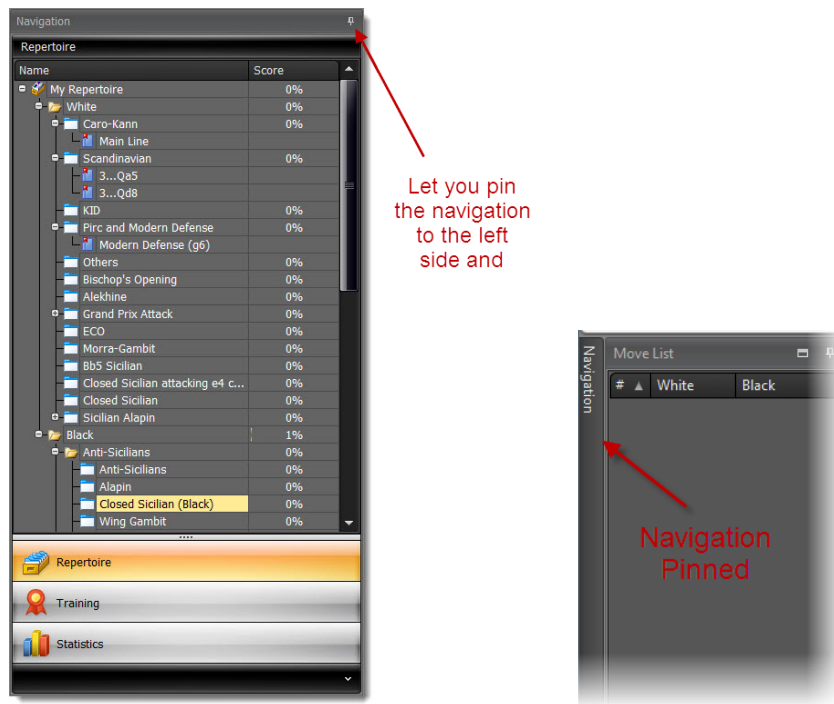
## 4.2 Setting up the Program Environment

### 4.2.1 Arranging Windows

You have great freedom to arrange the windows of the program to your preferences. Most notable you can drag & drop any window by clicking on the window title, keeping your left mouse button pressed, moving it to the desired place and release the mouse button.







Another helpful function is to pin a window to the left or right side of the application window. Just click on the symbol to pin it. All changes are restored when you run the program again. If you want to get back to the factory settings you can use the **Reset Layout** function, which can be found in the **Application Menu**.

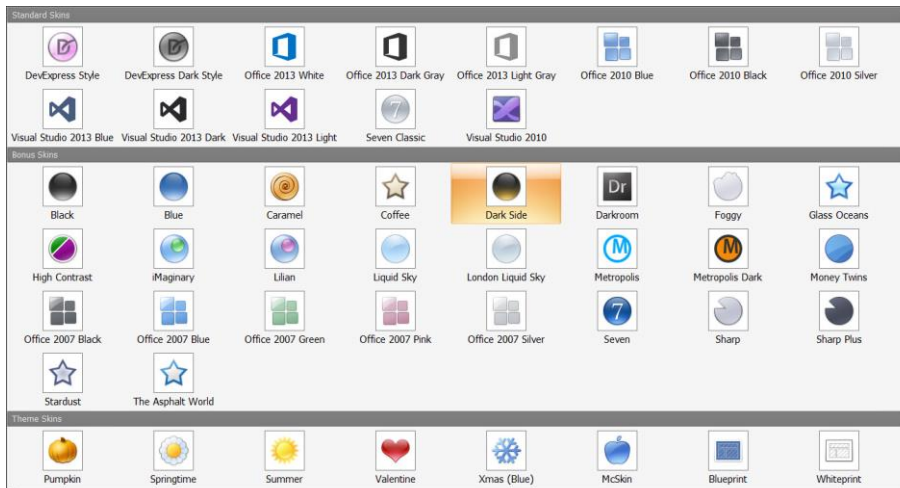
## 4.2.2 Visuals & Sound

There are many options to change the look & feel of the program, but also the sounds the program plays.



## 4.2.3 Skins

The program supports several different skins which change the overall look & feel of the program. There are even some season specific skins like the “Xmas Blue”. After selecting a different skin you might want to adjust the square colors of the board to match the colors of the skin.



## 4.2.4 Adjusting chessboard orientation & colors



### Changing Chessboard Colors

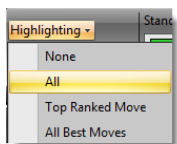
You can change the colors for White, Black and the border of the chessboard. Just pick a different color and you can immediately see the result. All changes will be stored for future sessions.

### ECO-Codes

The program shows the ECO-Code for the current position below the chessboard, if activated.

### Adjusting Candidate Moves Highlighting

There are several options to adjust the color coding for candidate moves. The **Highlighting** button let you choose which candidate moves you want to highlight, if at all.



Then you can decide if you would like to use special color coding based on the move evaluation by checking or un-checking the respective checkbox.

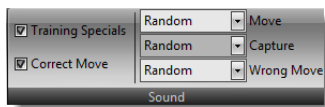
Next you can see several colors for different purposes. Below each color you can see a number, which indicates how big the arrow should be drawn. Change the value to increase or decrease the width.

## Adjusting Last Move Highlighting

You can decide to highlight the last move or not and by which color. The number below the color indicates the width of the drawn square.

### 4.2.5 Sounds

There are several sounds available which the program can play when you make a move or capture a piece. Additional sounds can be used for the training as the **Training Specials** (adds some fun), **Correct Move** (played when your reply was correct) or **Wrong Move** (played if your move was wrong).

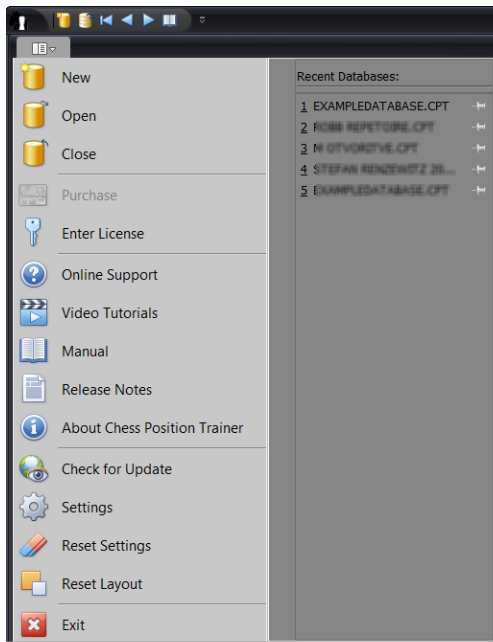


### 4.2.6 DGT Support

If you own a DGT board you can use it for training or entering new moves. Just activate it by clicking on the **DGT board** command on the *Visual & Sound* ribbon page. The DGT board is best used in combination with a digital chess clock, as the clock will show which pieces are not placed to the correct squares.

## 4.3 Application Menu

If you click on the Application button (s. 4.1 *The Ribbon and Tooltips* p. 39) the **Application Menu** is shown.

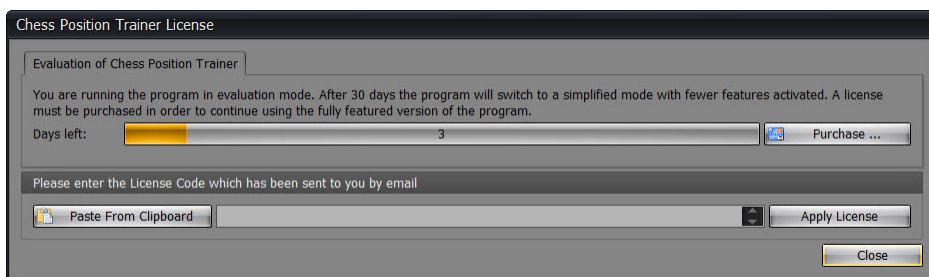


A list of recently loaded databases is shown to the right side. Clicking on an item will load the database. The commands **New** and **Load** let you create a new database or load one. You can also **Close** the current database.

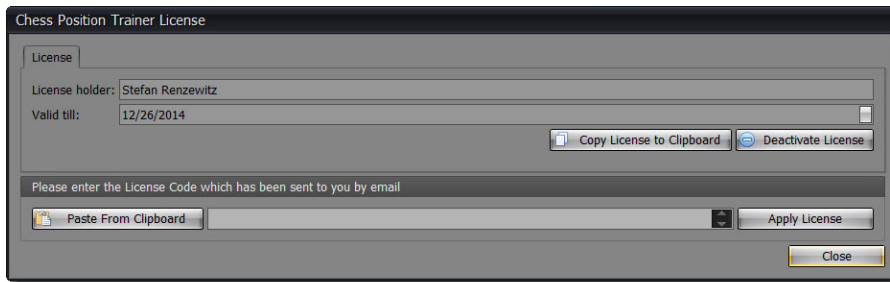
If you want to check for any updates of the program just use **Check for Update**. The program is checking frequently for updates too. Don't miss the Video Tutorials.

### 4.3.1 License Management

You can use all Pro features of CPT for 30 days. Afterwards some features will be deactivated, but the program will remain fully usable (e.g. the database works with the free and pro version).



If you purchased a Pro license code you have to enter it on this form. Just paste the license code from the e-mail you've received by using the **Paste From Clipboard** command. Make sure to copy the whole license code without any line breaks and white spaces.



A license is personalized and can be used on up to three different computers. You can activate or deactivate a license, which will decrease or increase the number of available activations. The program requires an Internet connection for doing so. Please make sure that not a Firewall is blocking the program from accessing the Internet. Once your license has been activated you can run the program without Internet access.

In case you've already activated a license key and you want to enter a new one you have to deactivate the old one first.

A license key is valid for 12 months beginning with your purchase date. During this period you can always download the latest version from the CPT Homepage and run it with all Pro features activated. Your license code will remain valid for these versions without any time limit. However, program updates after 12 months can't be used with your license code and you will need to obtain a new one.

### 4.3.2 Online Support

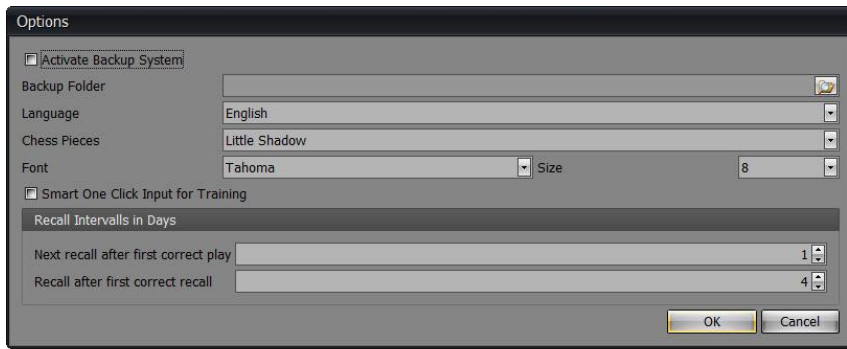
If you need support with CPT please visit the online support center and create a new ticket (you have to register first):

<http://www.chesspositiontrainer.com/index.php/en/support>

This is the best way to get support for technical issues, but also to submit feature suggestions. Make sure that [support@chesspositiontrainer.com](mailto:support@chesspositiontrainer.com) is not blocked by the spam filter of your e-mail client. Blogs and the forum are good ways to discuss CPT topics, but not for getting guaranteed support for your issue. It also helps me to track all issues and feature suggestions.

### 4.3.3 Settings and Backup-System

You can find the **Settings** under the application menu. You can activate the backup-system here, change the folder of the backup-system or change the language of the program. If you change the latter you will be asked to restart the program to let the change take effect. Furthermore you can change the chess pieces here.



The font and size of most visual components displaying text can be changed too. Keep in mind that a bigger font also means that less text is visible and visual elements can become larger. On the other hand it makes it of course easier to read the displayed text.

The **Smart One Click Input for Training** can be activated here (for details on this feature see 6.5.7 *Smart One-Click Move-Input* p.96).

#### 4.3.4 Training Intervals

This option let you adjust the intervals for recalls. Usually when you learn a new position you have to recall the position the next day. If you recalled the position correctly you are asked in 4 days to recall the position again. These two parameters let you change these first two intervals. Later intervals (after 2 or more successful recalls) are automatically increased by multiplying the previous interval by two (as a rule of thumb).

#### 4.3.5 Backup System

Before you can create any repertoire or opening you have to create a database first (you can find the command in the application menu or quick access toolbar). The program uses a professional database system, which contains all your repertoires. That means you are not creating one database for each repertoire or even opening. Instead a single database can contain - from a practical point of view - unlimited repertoires, openings and topics (there are some limits, but you are not likely to reach it ever).

Using a professional storage system is not the only action taken to avoid any data loss. Additionally a backup-system will create a daily, weekly or monthly backup automatically *when the database is loaded*. You can find it under the application menu item **Settings**. The first time you run the program you are asked if you want to activate the backup-system and choose a folder for your backups.

Once activated it will minimize any risk to lose your effort. However, loss of power is not the only fatal error type, which is out of the scope of the program (although the backup-system should minimize the pain in most cases). As long as you have only copies on one hard-disk you are still in risk to lose your complete work if the hard-disk has a failure all of a sudden. Making a copy of your repertoire database from time to time on another storage system (e.g. USB stick or home server) is recommended. This can also be achieved by using cloud storage like DropBox, which has the additional benefit of making the database available on several computers while keeping them all in sync.

### 4.3.6 Reset Options

You can find this function in the **Application Menu**. It will not reset the layouts of the windows (but the chessboard colors and the position of the **Run Games against Repertoire** window).

### 4.3.7 Reset Layouts

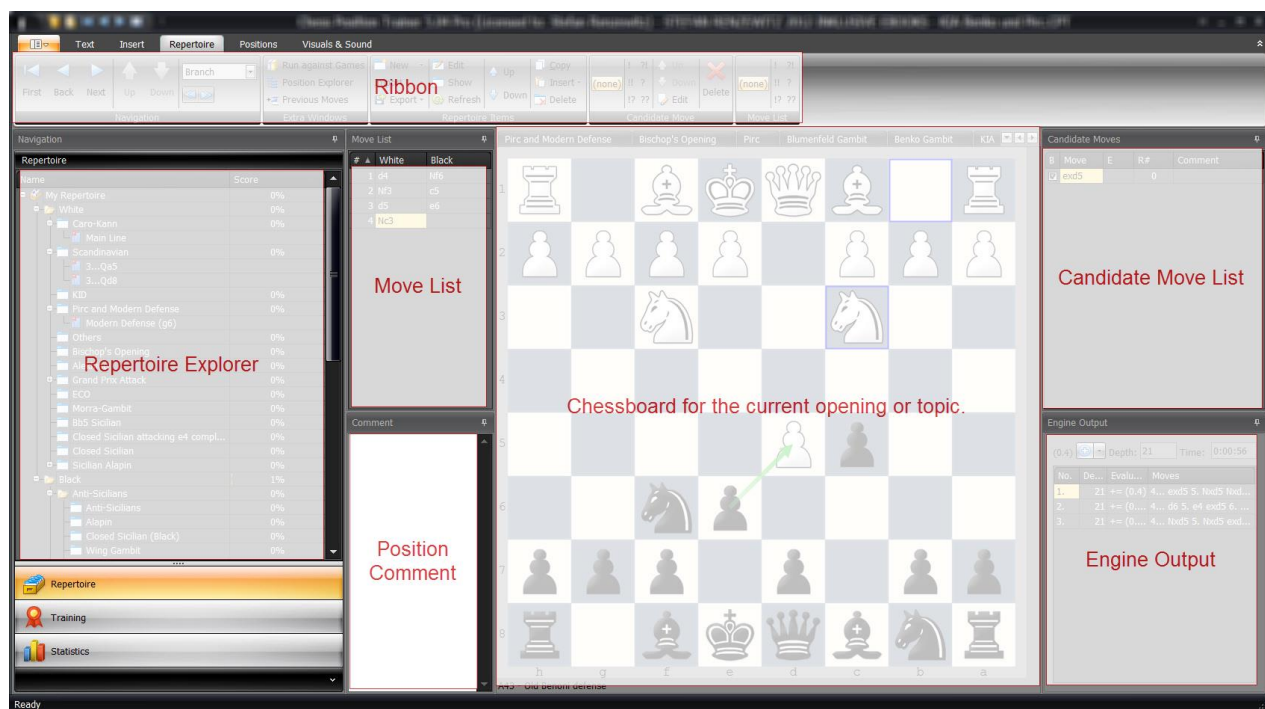
Use this command to reset the layout of all windows and columns in list views like the **Candidate Move List**. You have to close the program and open it again. Afterwards all layouts will be restored to the default settings.

## 5 Repertoire Module

The **Repertoire Module** is always selected by default if you start the program. This module is used to browse, analyze and edit your repertoire.

### 5.1 User Interface Overview

Please take some time to get familiar with the main screen and the different windows (which you can arrange as you like by drag and drop).



At the top you can see the repertoire ribbon page which is automatically activated once you clicked on the **Repertoire Module**. The ribbon offers many commands, which can be used to navigate through your opening repertoire and edit it. The **Repertoire Explorer** shows all repertoire elements like repertoires, folders, openings and variations, but also topics to manage tabiyas like tactic and endgame positions. It allows you to represent your repertoire in an organized and natural way. In the center you can see the chessboard and the currently loaded opening or topic (tabbed at the top of the chessboard). All other windows depend on which opening or topic is activated on the tab control. The **Candidate Move List** shows you all candidate moves, which exist for the current position. You can also navigate through your opening or topic by clicking on a candidate move. The



**Move List** records your navigation through your opening or topic. Whenever you move forward by a candidate move it is added to the **Move List**. The **Position Comment** shows the comment for the current position if any exist. In the **Engine Output** window you can see the engine analysis for the current position.

Some additional windows can be activated by clicking on the corresponding command in the ribbon group page **Extra Windows**. The **Previous Branches** window works similar to the **Candidate Move List**, but the opposite way. If you click an entry you will navigate backward. The **Position Explorer** is a quite powerful alternative way to navigate through your opening. These two extra windows are docked to the already existing windows if you activate them. You can arrange all windows by drag & drop to your preferences. Unlike the other extra windows the **Run Games Against Repertoire** window is shown as a popup window and it is not docked.

## Repertoire Ribbon



The ribbon for repertoire management contains four pages. The **Text** and **Insert** pages belong to the **Position Comment** window. The **Repertoire** page covers most commands for working with your repertoire.



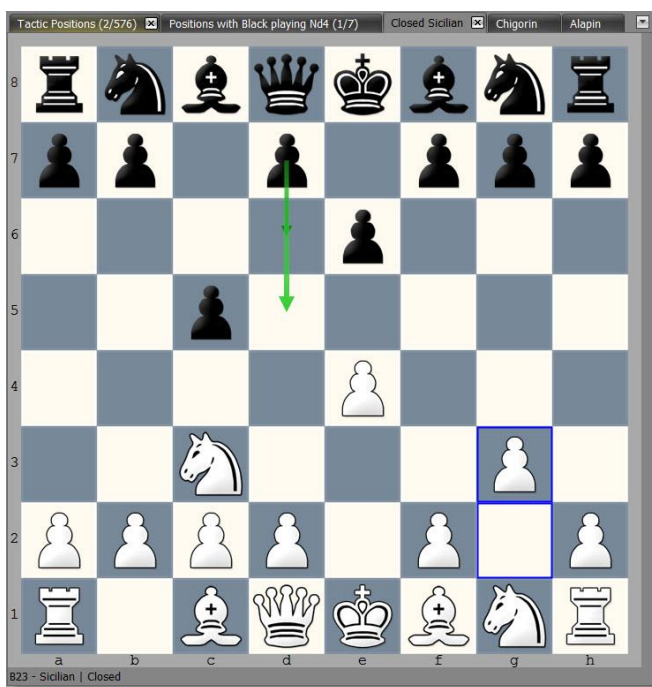
The **Positions** page contains several commands to edit the current position and to execute operations on an opening or topic.

## Opening & Topic Tabs

When you click on an opening or topic in the **Repertoire Explorer** it will be added to the tab control and a chessboard is shown in the middle. The chessboard always shows the current position of the selected opening or topic. If no opening or topic is selected no chessboard will be shown.

The tab control let you easily switch between openings and topics, just click on the respective name. Most other windows depend on the currently shown opening or topic (e.g. the **Chessboard**

**The** chessboard is in the centre of the screen placed. It offers the only way to add new moves to your openings (beside the import function). Below the chessboard you can see the ECO-Code for the current position, if activated (*s. 4.2.4 Adjusting chessboard orientation & colors p. 42*).



At the top you can see all loaded openings and topics. In the example the Closed Sicilian is shown. All other windows like the **Candidate Move List** or **Move List** will synchronize with the chessboard and currently shown opening or topic. If you want to switch the active opening or topic you can either click on one of the tabs at the top (if it was previously already opened) or use the **Repertoire Explorer** (*s. 5.3 Repertoire Explorer p. 55*).

If you close all tabs the chessboard will vanish. Don't worry. Just open another opening or topic and a chessboard is shown again.

The chessboard offers several visual helps to recognize all candidate moves and their ranking as well as the last played move. In the example above the last move is visualized by two blue boxes for the g2 and g3 square. A light green arrow indicates your top ranked candidate move d5. A darker green arrow shows your other candidate move for this position, if available.

You have several options available to adjust the chessboard square colors, candidate move arrows and the last move highlighting. You can find these options on the "Visuals & Sound" ribbon page (s. 4.2.4 *Adjusting chessboard orientation & colors p. 42*).

### Move a Piece

You can drag & drop a chess piece to make a move. If the move already exists for the opening or topic the program will just move forward. The move will be added to the move list and the succeeding position will be shown.

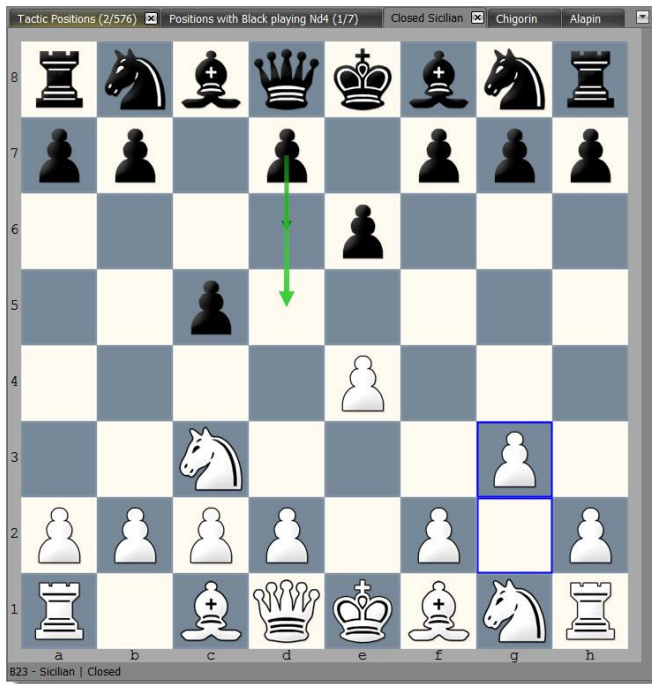
If the move does not yet exist it will be created and added to the current opening or topic first. If the move already exists for another opening or topic, but not for the current one then the move will be just added to the opening or topic (no new move will be created). That means that a move comment or evaluation might already exist although you just added it to the current opening or topic.

Move List).

## 5.2 Navigation

There are several options to navigate through your openings. You can use the **Chessboard**

**The** chessboard is in the centre of the screen placed. It offers the only way to add new moves to your openings (beside the import function). Below the chessboard you can see the ECO-Code for the current position, if activated (s. 4.2.4 *Adjusting chessboard orientation & colors p. 42*).



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If you close all tabs the chessboard will vanish. Don't worry. Just open another opening or topic and a chessboard is shown again.

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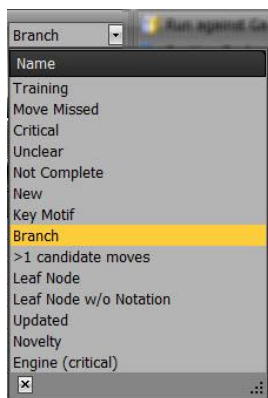
Move List, **Candidate Move List**, **Previous Moves List** or **Position Explorer**. They are all explained in detail in the corresponding section.

There exist another comfortable way to browse through your repertoire:



The **First** button brings you back to the start position. The **Back** and **Next** buttons let you move one ply forward or backward depending on the selected move in the **Candidate Move List** (forward) or **Previous Moves List** (backward) and whether one candidate move exists or not. The **Up** and **Down** commands let you select a candidate move up or down in the **Candidate Move List** (if exist).

## GoTo-Position



A very efficient way to navigate through your repertoire is to jump to position of a certain type. In the example “Branch” is selected. The blue double arrows let you navigate backward and forward depending on your selection in the dropdown list above it.

Each type is intended for a different purpose. The most commonly used is “Branch”. This will let you navigate to the next position where more than one candidate move exists.

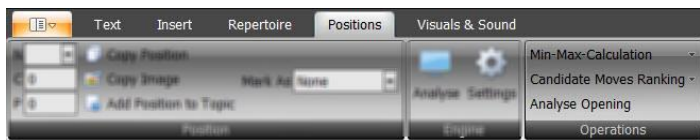
**TIP: It is recommended to learn the keyboard shortcuts for navigation as they make it very easy to browse through your opening. You can use the left and right arrow on your keyboard to move a ply forward and backward. If you press the shift key and then the left or right arrow you will navigate to the next / previous positions accordingly to your selection in the dropdown list.**

Please play around with these shortcuts for a moment to get a feeling for it (select “Branch” for this purpose). Once you’ve learned these shortcuts you can hardly live without them anymore as they allow you to efficiently browse through your opening.

Let's have a look at the other items in the list:

- Training: You can mark positions during the training. Choose this entry to find these marked positions and browse through them.
- Novelty: Positions are marked as “Novelty” if you run games against your repertoire and you or your opponent didn't play your candidate move (s. *Run Against Games p. 81*)
- Unclear: Can be manually set as position label (s. *Mark Positions with Labels p. 76*).
- Not Complete: see above
- Key Motif: see above
- New: see above
- Leaf node: Navigates to positions which have no further candidate moves.
- Leaf node w/o Notation: Same as above, but only if the position has not assessment yet. This is useful in the context of the *Operations*

The program offers some functions, which apply to a complete opening or topic. These powerful functions are explained in the next sections.



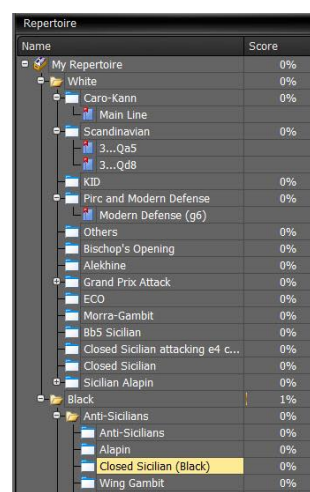
- Min-Max-Calculation (p. 76).
- Updated: Automatically set if you update your openings based on games you played in the “Run Against your Repertoire” module.
- Novelty: Automatically set if you add a novelty from the “Run Against your Repertoire” module.
- >1 candidate moves: Usually you only want to have one candidate move for your side for each position. Sometimes you want to add alternative moves, but sometimes for example due to an import you have unintentionally more than one candidate move for your side. This criteria let you go to the next position, where more than candidate move exists for your side exists (opponent side is ignored).
- Engine (Critical): Set during opening analysis when the engine detects a position, where a critical candidate move is not yet covered (s. *5.11.3 Analyze Opening p. 78*).

If you use this navigation when a topic is activated the program will jump through all tabiyas of the topic otherwise it will only consider the current opening.

## 5.3 Repertoire Explorer

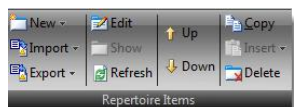
The **Repertoire Explorer** offers you several elements to organize your repertoire. You have 6 different elements to choose from which let you create a structure which makes even complex repertoires and openings easy to maintain.

The **Score** column shows you how well you know the opening or topic. You can improve the score by selecting the opening or topic for training. If you don't follow timely the recommendations of the **Training Scheduler** to recall positions, which you have already learned they will be considered as forgotten and thus decrease your score over time again.

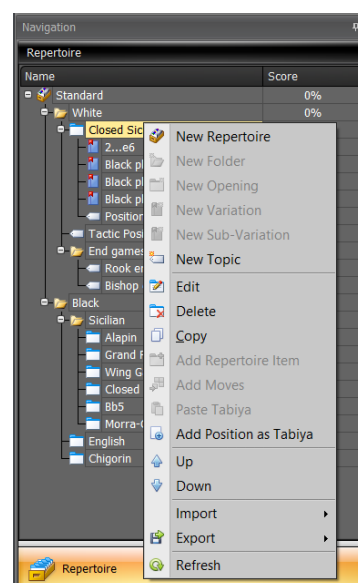


Name	Score
My Repertoire	0%
White	0%
Caro-Kann	0%
Main Line	0%
Scandinavian	0%
3...Qe5	0%
3...Qd8	0%
KID	0%
Pirc and Modern Defense	0%
Modern Defense (g6)	0%
Others	0%
Bishop's Opening	0%
Alekhine	0%
Grand Prix Attack	0%
ECO	0%
Morra-Gambit	0%
Bb5 Sicilian	0%
Closed Sicilian attacking e4 c...	0%
Closed Sicilian	0%
Sicilian Alapin	0%
Black	1%
Anti-Sicilians	0%
Anti-Sicilians	0%
Alapin	0%
Closed Sicilian (Black)	0%
Wing Gambit	0%

The **Repertoire Explorer** offers several functions which will be explained in the following section.



Beside the ribbon you can access these commands also by right-clicking on one of the nodes which will invoke a context menu.

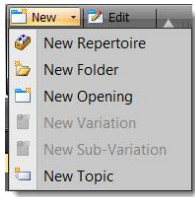


### 5.3.1 Creating new Items

Depending on which node has the focus you can create a new repertoire, folder,



opening, variation, sub-variation or topic:



### 5.3.1.1 Repertoire

You can always create a new repertoire no matter which node is selected. A repertoire is always added to the root level of the **Repertoire Explorer**. When you create a new repertoire a Black and a White folder is added automatically right below the repertoire item. You can't delete one of these folders. You have to delete the whole repertoire to delete these folders.

A repertoire can contain as many openings or topics as you like. Most players probably won't need to create more than one repertoire. However, you might have a special repertoire for blitz games or to manage topics. Another scenario could be to create a repertoire of a famous player who plays your preferred openings. This will make it easier for you to compare your repertoire with the one of that other player, because in your repertoire the candidate moves of other repertoires are also shown (marked as not belonging to the current repertoire).

### 5.3.1.2 Folder

You can add folders only to folders. A folder can host as many openings and topics as you like. It is possible to create several levels of folders without any restriction.

### 5.3.1.3 Opening

An opening can only be added to a folder. This can be one of the two standard folders for Black and White or self-created ones. An opening can host as many variations as you like. It is also possible to add a topic to an opening for example to manage key positions of the opening or model games.

Openings are the heart of your repertoire. They can contain positions and moves. You can import new positions and moves into an opening, manually add or delete moves and finally train them. Furthermore openings have a training score which reflects how well you know them.



#### 5.3.1.4 Variation

A variation can only be added to an opening and works similar to a bookmark. Variations help to further organize your openings. If you want to add a variation you have to show the opening first. Then navigate to the position where you would like to create a variation. Now you can create the variation. It will be automatically added to the current opening. The variation will be defined by the current move list. You can't change it later.

Variations don't contain any unique moves or positions and depend on their parent opening. If you delete the corresponding opening the variation is deleted too. On the other hand, if you delete the variation it has no impact on the parent opening (no moves are deleted). A variation has no training score either, because it doesn't own any positions.

You can add as many sub-variations to a variation as you like. You can move a variation under another variation as long as they share the same parent opening. In this case the variation will change into a sub-variation.

If you show a variation the parent opening is shown and the move list is updated with the move list of the variation. Thus, variations provide you a way to easily access key positions. Some openings are rather complex and have some sub-systems. Variations and sub-variations will help you to make them still easy to maintain.

#### 5.3.1.5 Sub-Variation

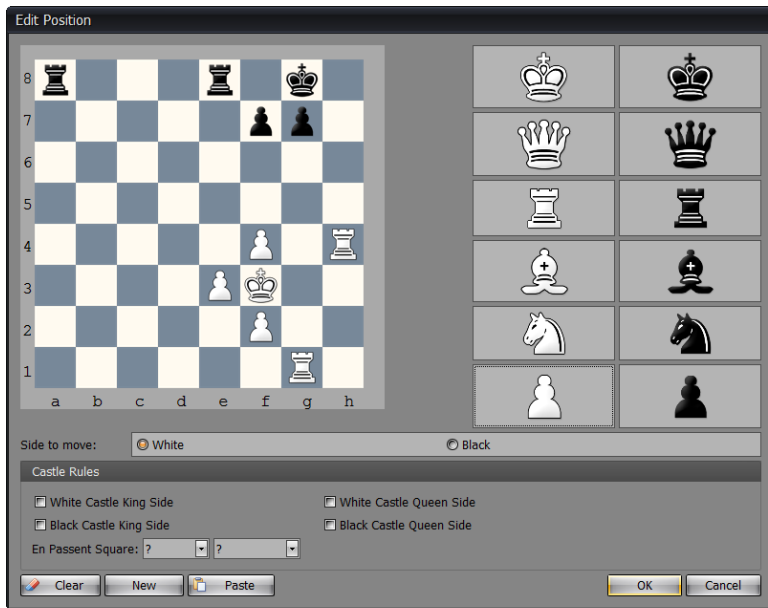
A sub-variation works like a variation except that they are added to a variation and they can't host any further repertoire element. They are always a leaf node in the tree. However, you can move them directly under the parent opening and change it this way into a variation. A sub-variation can't be moved to another opening than the parent opening, similar to a variation.

#### 5.3.1.6 Topic & Tabiyas (for managing tactic and endgame positions etc.)

You can create a new topic as a sub-item of a folder or an opening. A topic can contain as many tabiyas as you like. The tabiya can have any start position and you can add to it moves similar to openings. In fact the **Candidate Move List** will show transpositions between openings and tabiyas.

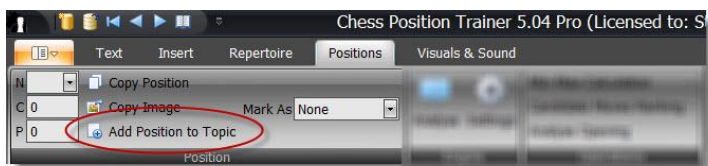
A practical guide for using topics and tabiyas can be found in the **Common Tasks** chapter (*s. 3.6. Chess Tactic, End Game and Key Positions p. 29*).

When you add a new topic you are immediately asked to enter a start position.

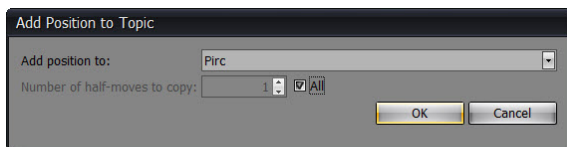


Afterwards the topic will be added to the tab control. Unlike openings a topic name is followed by brackets and the number of tabiyas it contains as well as the current index of the shown tabiya.

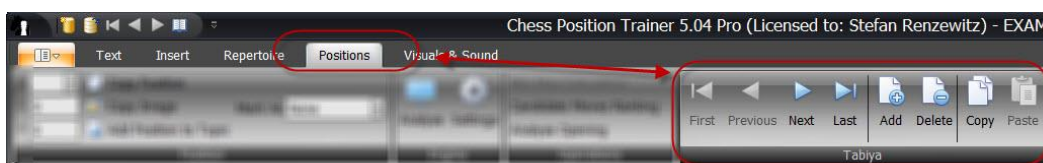
You can also add an existing position to a topic. In order to do so you have to use the **Add Position to Topic** command.



Then you will be asked to which topic you want to add the current position and whether you want to add the following candidate moves as well. This approach can be used to create a topic with key positions of an opening for example. If you choose an opening as target instead of a topic the program will create a new topic for you and add it below the opening. The new topic is called “\*new topic\*”. You can rename the topic afterwards.



Topics provide additional navigation options and commands.

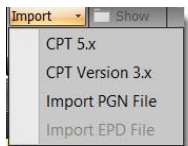


As a topic can contain several tabiyas the general navigation based on the selected candidate move is not sufficient. Instead you can move forwards and backward through all tabiyas by the respective commands on the ribbon page group **Tabiya**, which can be found on the ribbon page **Positions**. For a selected tabiya you can use the same navigation commands as for openings.

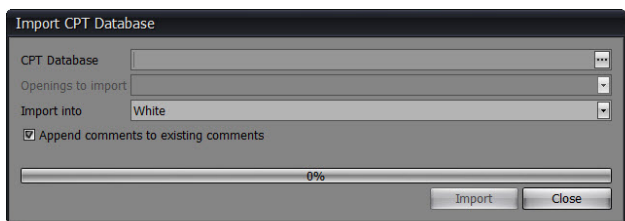
The **Tabiya** page group allows you to **Add** new tabiyas or **Delete** the current tabiya. The **Copy** and **Paste** commands let you copy a tabiya from one topic to another one.

### 5.3.2 Import

You can add new moves to your opening manually or by using one of the different import functions. One thing, which they all have in common: only new positions and moves are imported. If your source has positions which already exist in your database they will be skipped, so never worry about this.



#### 5.3.2.1 Importing CPT 5 database

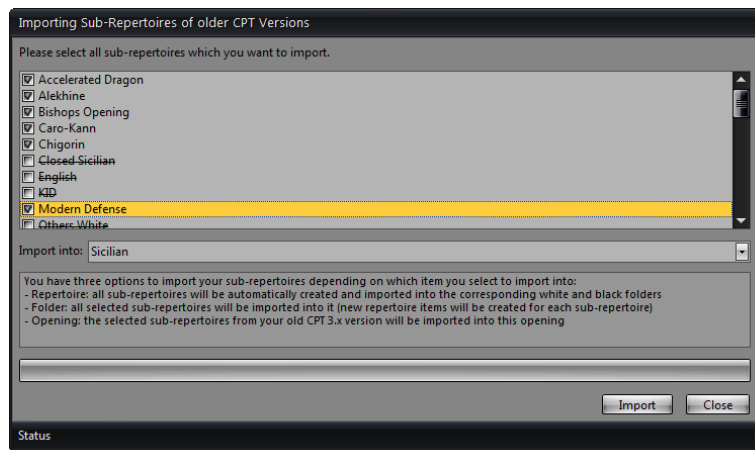


First browse for the source database from which you want to import an opening or topic. You can only import one opening or topic at a time. Select a folder or opening into which you want to import the source opening or topic. If you select a folder a new opening or topic will be created into which the positions of the source opening or topic will be imported. Otherwise the positions and moves of the source opening will be directly imported into the target opening. Of course, the program is taking care that only new positions and moves are imported.

### 5.3.2.2 Importing CPT 4.x database

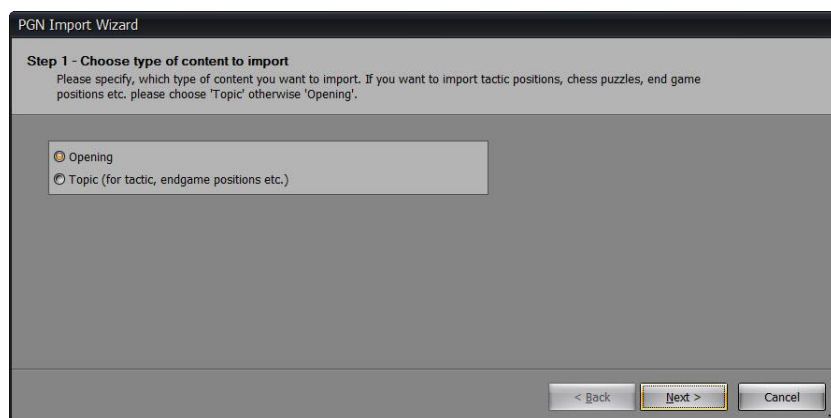
You can't directly import a CPT 4 database. Instead you have to load it first. Then the program will upgrade it to the CTP 5 format. Afterwards you can import openings of the database as described in the CPT 5 import section above.

### 5.3.2.3 Importing CPT 3.x database

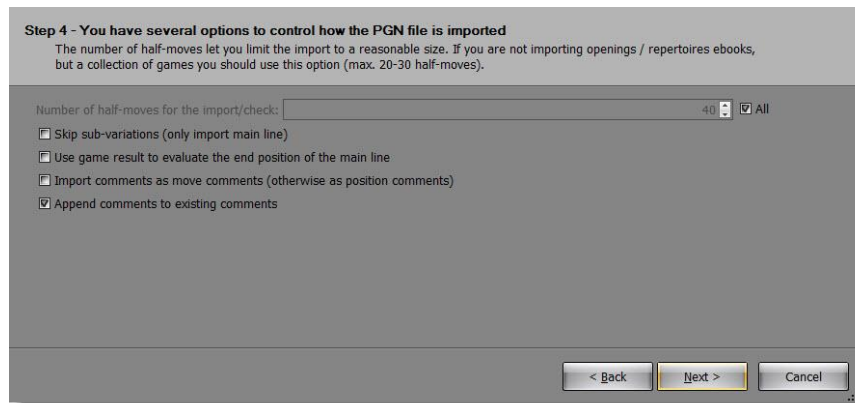


You can import old CPT 3.x repertoires. All comments, position and move evaluations are imported. If you select a repertoire as target item instead of an opening or folder all sub-repertoires of your old CPT database are selected and if you start the import they will be automatically added to either the Black or White folder of the selected repertoire (by creating new openings). This is the fastest way to import your old CPT 3.x repertoires. Of course you can just import a specific opening into a folder or existing opening.

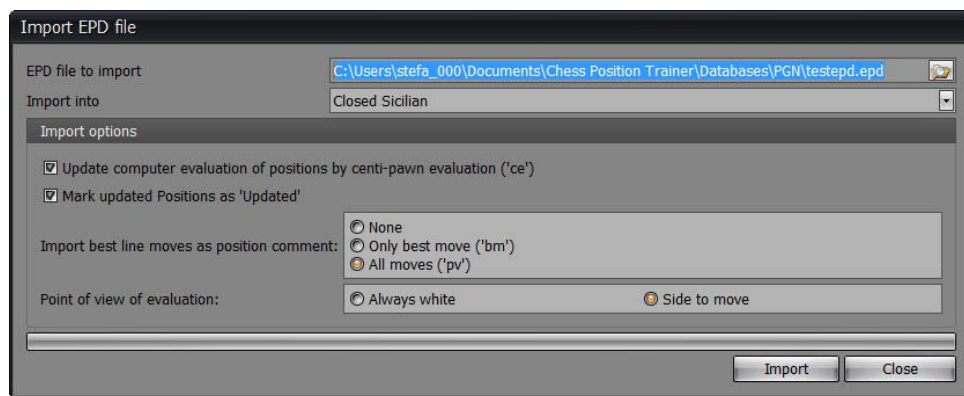
### 5.3.2.4 Importing PGN File



A wizard guides you through the process. You can either import PGN games for an opening or a topic. If the games of the PGN file don't begin with the regular start position you have to import them into a topic. An opening only accepts games, which begins with the start position. You have several options at your disposal to control the import.



### 5.3.2.5 Importing EPD File

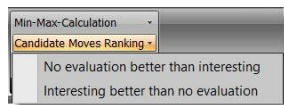


This import function does not really import positions or moves like the others. The idea behind this import option is to first export the leaf nodes of your openings, then let it analyze by a chess engine and finally re-importing the position evaluations. In order to take advantage of this you need software, which can read EPD files and automatically update them with an engine analysis.

Since CPT offers the function **Opening Analysis** (s. 5.11.2 *Re-ordering of Candidate Moves*

You can re-orders candidate moves based on move evaluation. This is a very powerful feature after importing a PGN file where the author includes for some positions more than one candidate move for your side. Usually this is done to show, which moves are weak and sometimes to provide an alternative move (often assessed as !?). In these cases the author often gives assessments for all candidate moves of the position, but the suggested candidate move is not always first. CPT can bring these candidate moves in order. No longer worry about

learning the wrong candidate move after an import. Nor do you have to spend a lot of time to find those positions, where the author provided several candidate moves.

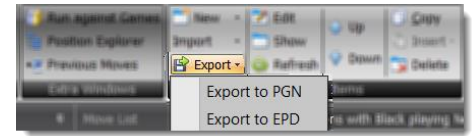


You can decide whether no evaluation should be rated better than interesting (!?). If a topic is activated this function will be applied on all tabiyas.

Analyze Opening *p. 77*) you can achieve the same within the program already and thus avoid the hassles of exporting and importing.

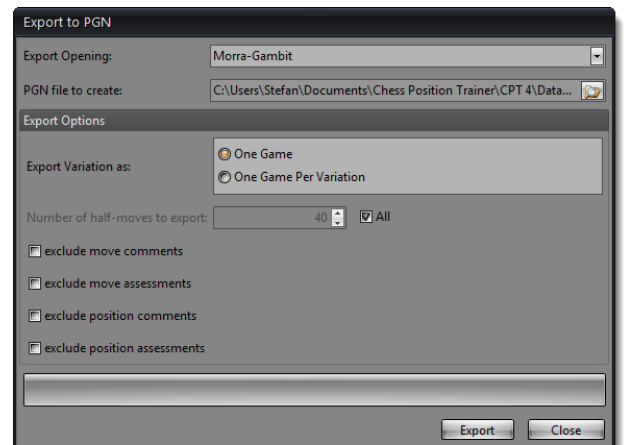
### 5.3.3 Export

There are two options to export data from your repertoire. Depending on your purpose you want to export your complete repertoire as PGN or just (end) positions as EPD to analyze them outside the program and then to re-import the analysis results.



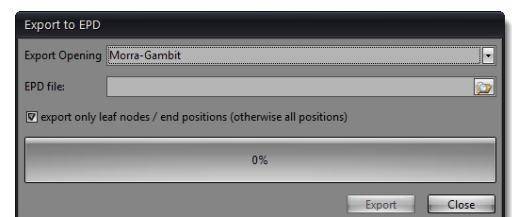
#### 5.3.3.1 Exporting to PGN

You can export an opening or topic as PGN file which then can be imported by many other chess programs. Several options let you configure the export to your preferences. The most important one might be the option to export as “One Game” or “One Game per Variation” (the latter is only available for openings). If you export as just one game it will have many variations. If you export as one game per variation you will end-up with many games. None of them will have any variations and many of them will be very similar as the program will create individual games for each possible line even if they only differ by the last move.



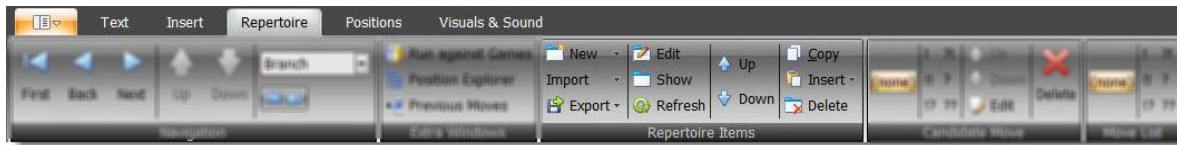
#### 5.3.3.2 Exporting to EPD

If you want to analyze leaf nodes or a complete opening with a chess engine outside of CPT you can use the EPD export function. The EPD format is a special format, which not all chess programs support. Please read the section *5.3.2.5 Importing EPD File* for further information about EPD import and export.



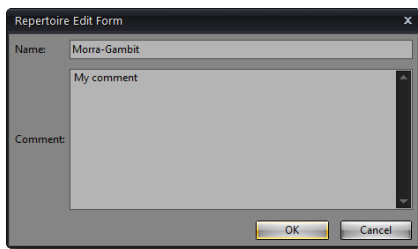
### 5.3.4 Repertoire Items

A repertoire is usually an ongoing work which you want to fine-tune, edit and extend. The program offers you many options to easily achieve this.



#### 5.3.4.1 Edit name and description

If you click on **Edit** a window pops up which let you change the name of the repertoire item and add a description.



#### 5.3.4.2 Show

If you want to work on an opening or topic you have to show it first. It is then loaded and shown as a new tab above the chessboard. The program loads the last move list, populates all windows (**Candidate Move List**, **Position Explorer** etc.) and shows the last position on the chessboard.

Besides an opening or topic you can also use the **Show** button for variations and sub-variations. However, there will be not a new tab created with the name of the (sub-)variation. Instead the corresponding opening is shown and the move list of the (sub-)variation is used. This let you quickly jump to key positions or sub-systems.

You can trigger the **Show** command by clicking on a repertoire item too.

#### 5.3.4.3 Refresh

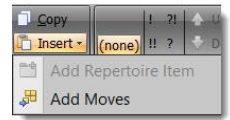
The **Refresh** command will ensure that all shown data is current by reloaded the data for all windows.

#### 5.3.4.4 Copy & Insert Repertoire Items or Moves

You can copy any repertoire item except the repertoire itself and the belonging Black and White folder. You can even copy a folder and all contained repertoire items (e.g. openings) will be copied too.



Just click on the repertoire item you want to copy. Then either use the context menu by right-clicking or click on the **Copy** button in the ribbon. Now, select the repertoire item where you would like to insert the just copied item. The **Insert** button will be only enabled if you can insert the copied item. A dropdown will let you select **Add Repertoire Item**.

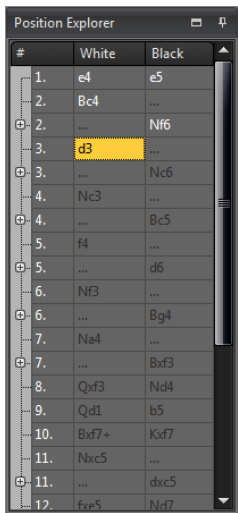


### Special Case: Add moves

Sometimes you want to copy just parts of your opening into another one. For this purpose you can use the copy function as well. However, it works slightly different. Show the opening of which you want to copy the moves. Then navigate to exactly the position from which on you want to copy all moves. Click on the **Copy** button. Now, depending on which repertoire item you select as the target you can either insert the complete opening or just the move. If you click on another opening you see the command **Add Moves** enabled. That means you can add the moves of the source opening to the target opening.

If you add moves from one opening to another the following happens: First, all moves of the move list of the source opening are copied to the target opening. Then, starting from the last position of the move list of the source opening all derivable moves and positions are copied too. This will be done recursively. In other words: Any position which is reachable by any move order (which is represented in your source opening) from the current position on will be copied.

Let's have a look at the following example:



The position explorer shows all moves of the current move list with a white font. The current move list ends with “d3”. Now, if you copy and insert these moves into another opening the program will add all moves from “1. e4” up to “3. d3”, but also all moves after “3. d3”. You can see that there exists an alternative to “3... Nc6”, because there is an icon indicating you can expand it. The same is true for “7.... Bxf3”. All these alternatives are copied into the target opening too. However, you can also see that there exists an alternative to “2... Nf6”. This alternative is **not** copied! If you want to copy this alternative too you have to navigate backward to “2. Bc4”.

As the last move list of the source opening is always is used for copying you could actually copy the moves even without showing the opening first. Actually, if you click on the copy button and move backward or forward and then insert the moves the very last move list is used again and not the one which was current than you clicked on the copy button.

### 5.3.4.5 Change the Order of the Repertoire Items

You can use the **Up** and **Down** buttons to manually change the order of your repertoire items. Just click on a repertoire item which you want to move up or down and then press the respective button.

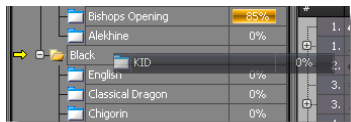
### 5.3.4.6 Delete

If you want to delete a repertoire item and it has child items they will be deleted first (this will be done recursively if more child items exist). In case the item is currently shown it will be closed. Then all positions and moves will be deleted which are unique to this repertoire item. Some positions and moves are part of other openings too. In this case they will be not deleted in order to not affect them.

Important: If a position is indeed deleted all its information is gone. Even if you later import or manually add a position or move which was original part of the deleted repertoire item you won't have any training statistic back (for example). Of course, this is only true if the position was really deleted (and was not part of another repertoire item).

### 5.3.4.7 Drag & Drop Support

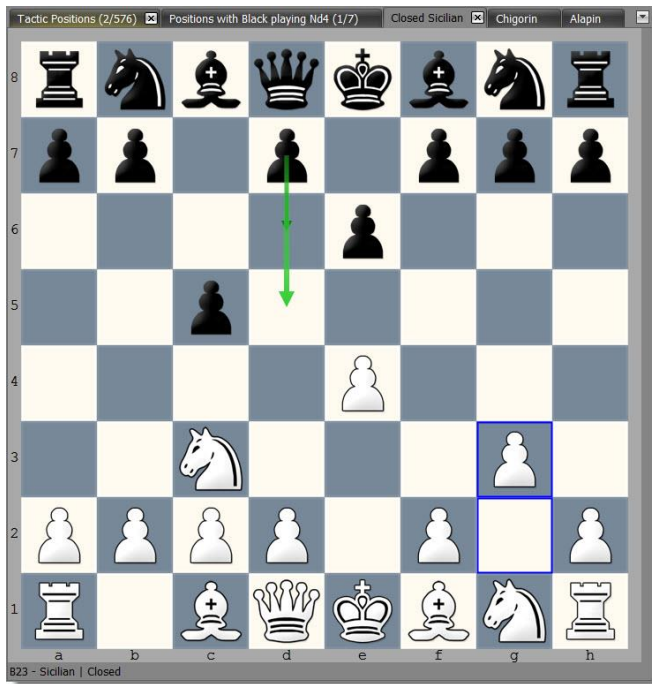
You can easily move repertoire items by dragging and dropping items.



Just press the left mouse button while you are hovering over the item with your mouse. Keep the left mouse button pressed. Then move (drag) the item over the desired target item. If you can drop the item the mouse icon will visually indicate this to you. Release the left mouse button and the item will be moved to the new position.

## 5.4 Chessboard

The chessboard is in the centre of the screen placed. It offers the only way to add new moves to your openings (beside the import function). Below the chessboard you can see the ECO-Code for the current position, if activated (*s. 4.2.4 Adjusting chessboard orientation & colors p. 42*).



At the top you can see all loaded openings and topics. In the example the Closed Sicilian is shown. All other windows like the **Candidate Move List** or **Move List** will synchronize with the chessboard and currently shown opening or topic. If you want to switch the active opening or topic you can either click on one of the tabs at the top (if it was previously already opened) or use the **Repertoire Explorer** (s. 5.3 *Repertoire Explorer* p. 55).

If you close all tabs the chessboard will vanish. Don't worry. Just open another opening or topic and a chessboard is shown again.

The chessboard offers several visual helps to recognize all candidate moves and their ranking as well as the last played move. In the example above the last move is visualized by two blue boxes for the g2 and g3 square. A light green arrow indicates your top ranked candidate move d5. A darker green arrow shows your other candidate move for this position, if available.

You have several options available to adjust the chessboard square colors, candidate move arrows and the last move highlighting. You can find these options on the "Visuals & Sound" ribbon page (s. 4.2.4 *Adjusting chessboard orientation & colors* p. 42).

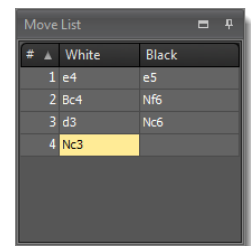
### Move a Piece

You can drag & drop a chess piece to make a move. If the move already exists for the opening or topic the program will just move forward. The move will be added to the move list and the succeeding position will be shown.

If the move does not yet exist it will be created and added to the current opening or topic first. If the move already exists for another opening or topic, but not for the current one then the move will be just added to the opening or topic (no new move will be created). That means that a move comment or evaluation might already exist although you just added it to the current opening or topic.

## 5.5 Move List

The move list window shows you the moves leading to the current position. If you navigate forward or backward in your opening or topic the move list will be accordingly updated. If you create a variation it is this move list that is used. You can change the evaluation of the moves in the move list.

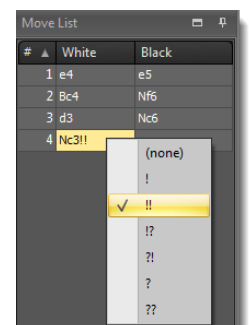


Just click on a move in the move list and then click the desired move evaluation in the ribbon.

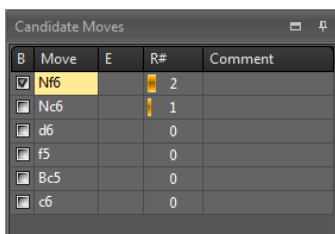


You can achieve the same by using a context menu (right click on the move).

If you click on any move in the move list the chessboard will show the position before the move and all moves after this position are removed. This includes the move on which you clicked.



## 5.6 Candidate Move List



The candidate move list shows all considered moves for the current position, which are also called candidate moves. In this context “considered” means that either you manually added the move to the opening or topic or you’ve imported it from a PGN file or another database. It does not mean that all possible or even just good moves are shown. Instead it is your responsibility to make sure you don’t miss any

important candidate move for every position of your opening and topic (you can also use an UCI Engine to verify this, see 5.11.3 *Analyze Opening* p. 78). It is recommended to get familiar with the concept of candidate moves by reading the section *The concept of Candidate Moves* (p. 13).

If you click on a move notation the move will be executed and added to the move list.

In classical game databases you have only a move list and variations are shown within the list. They get quickly clumsy and hard to read. CPT separates the move list from alternative moves per position. It is also very easy to browse through all variations.

You can add moves to the candidate move list by making a new move on the chessboard (besides importing moves). The move will be added to the current opening.

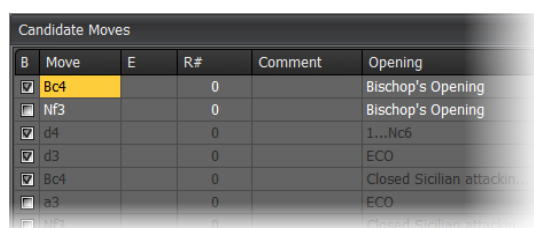
### 5.6.1 Candidate Move List Columns

#### Best Move

The first column shows whether the move is considered a “best move” or not. This information can be used for training where you can determine to accept all “best moves” and not just the top-ranked candidate move. You might want to have more than one candidate move for a certain position where it is your side to move to make it your opponents harder to prepare their game against you. Please also refer to *Correct Move (p. 94)* in the training section.

#### Opening/Topic

The opening column shows you to which opening or topic the candidate move belongs. This column is only displayed, if at least one move does not belong to the current opening or topic. If a move is part of the current opening or topic it is highlighted.



B	Move	E	R#	Comment	Opening
<input checked="" type="checkbox"/>	Bc4		0		Bischof's Opening
<input checked="" type="checkbox"/>	Nf3		0		Bischof's Opening
<input checked="" type="checkbox"/>	d4		0		1...Nc6
<input checked="" type="checkbox"/>	d3		0		ECO
<input checked="" type="checkbox"/>	Bc4		0		Closed Sicilian attacking
<input checked="" type="checkbox"/>	a3		0		ECO
<input checked="" type="checkbox"/>	Nf3		0		Closed Sicilian attacking

In the example the Bishop’s Opening is the current opening. The candidate moves Bc4 and Nf3 both belong to the Bishop’s Opening and therefore displayed with a white color. In contrast the moves d4, d3 and Bc4 belong to other openings covered in the repertoire (for instance the “1...Nc6”, “Closed Sicilian” and “ECO” openings). These candidate moves are displayed with a dark color. Due to this color coding it is easy to recognize, which candidate moves are part of the current opening and which are transposing to another opening.

If you click on a move which is part of a foreign opening or topic the program will first show the opening or topic and then create a move list which will end with the move you have clicked on.

## Evaluation (E)

You can add an evaluation to a position (s. *Position Evaluation*). This column gives you a preview of the evaluation of the position which you will reach by selecting this candidate move to continue.

## Repetition (R#)

Similar to the position evaluation this is a preview for the succeeding position. In this case it shows how often the position was successfully recalled during a training session.

## Comment

You can add comments to moves (additionally to positions). If you double-click on the column of the move you want to add or edit a comment a window will pop-up and let you edit the move comment.

## 5.6.2 Editing Candidate Moves

You have several commands available to edit your candidate move list:



### 5.6.2.1 Move Evaluation

This let you change the move evaluation of the selected candidate move. Just click on an evaluation, e.g. “!?”.

### 5.6.2.2 Changing the Order

The **Up** and **Down** commands let you change the order of your candidate moves. For your side only the top-ranked candidate move is considered to be correct for training unless you changed this default setting.

### 5.6.2.3 Edit Comment

You can add a comment to a move besides a position comment. If you click on the **Edit** command a window will pop-up and you can edit the comment.

### 5.6.2.4 Deleting a Candidate Move

Besides deleting a complete opening or topic this is the only way to delete any positions and moves from your openings or topics.

If you click on the delete button the candidate move will be deleted. At the same time it will delete all follow-up positions and candidate moves which only exist because of this candidate move (you can't reach the position by any other candidate move order in your opening or topic). In case that a follow-up position is reachable by an independent candidate move order of your opening or topic, it won't be deleted. So this function just ensures that you still have a consistent database where all positions and candidate moves are valid and reachable. Two simple examples to explain this a little bit more. Let's assume you have the following moves in your database:

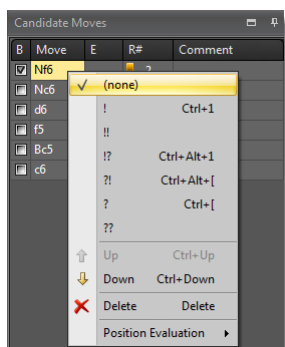
1. d4 – d5, 2. c4 dxc4 → if you delete the candidate move d5 the positions of c4 and dxc4 will be deleted as well as the respective candidate moves. At the end only the move d4 is left.

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

1. c4 – d5, 2. d4 dxc4 → if you delete again the same candidate move of our first example (d5), dxc4 won't be deleted in this case, because another candidate move order is leading to this position too!

It's important to know that really all follow-up positions and candidate moves are deleted which are only reachable by the candidate move to be deleted. If you confirm the deletion there is no way to get them back except to enter them again (including all comments and evaluations, because they have been deleted too). They are not just hidden!

Additionally to the ribbon commands you can also invoke a context menu by right-clicking:



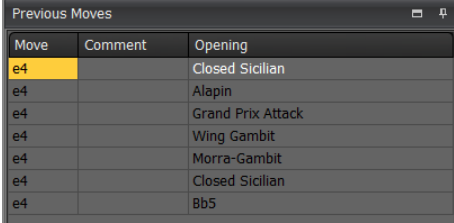
The context menu contains one additional function: **Position Evaluation**. This let you change the position evaluation of the succeeding position without having to navigate to it first.

## 5.7 Previous Moves List

The **Previous Moves List** window shows you all candidate moves in your repertoire which lead to the current position.

The opening column indicates to which opening or topic the candidate move belongs. The comment column shows the move comment.

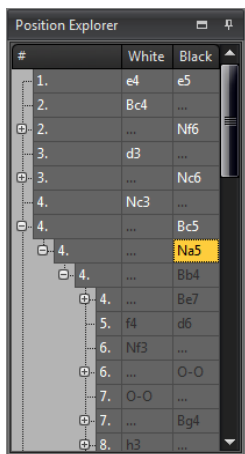
If you click on a move in the **Previous Moves List** the program will navigate backward by this move in the move list. In the case you click on a move which is part of another opening or topic it will be shown first and then a move list will be created which ends with the clicked move.



Move	Comment	Opening
e4		Closed Sicilian
e4		Alapin
e4		Grand Prix Attack
e4		Wing Gambit
e4		Morra-Gambit
e4		Closed Sicilian
e4		Bb5

## 5.8 Position Explorer

The Position Explorer is a very powerful component which gives you an alternative way to navigate through your opening (not available for topics).

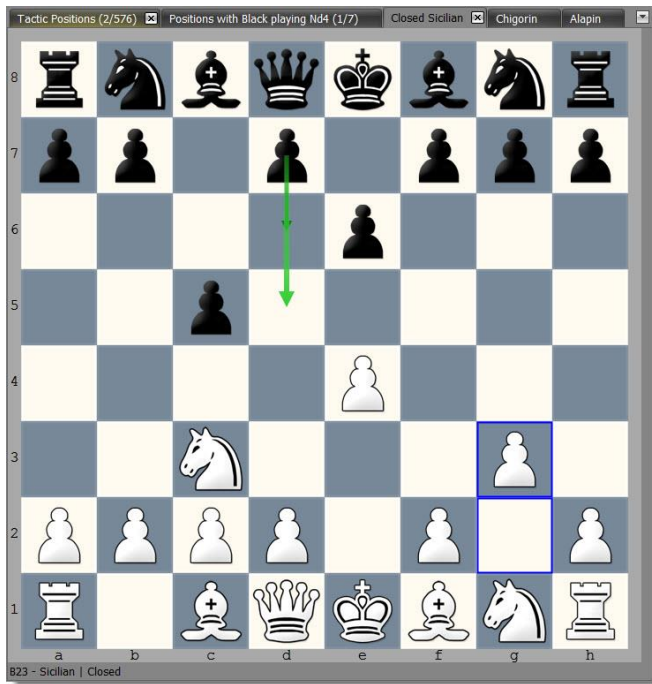


#	White	Black
1.	e4	e5
2.	Bc4	...
3.	d3	Nf6
4.	Nc3	Nc6
4.	...	Bc5
4.	...	Na5
4.	...	Bb4
4.	...	Be7
5.	f4	d6
6.	Nf3	...
6.	...	O-O
7.	O-O	...
7.	...	Bg4
8.	h3	...

It is always synchronized with the **Chessboard**

**The** chessboard is in the centre of the screen placed. It offers the only way to add new moves to your openings (beside the import function). Below the chessboard you can see the ECO-Code for the current position, if activated (s. 4.2.4 *Adjusting chessboard orientation & colors p. 42*).





At the top you can see all loaded openings and topics. In the example the Closed Sicilian is shown. All other windows like the **Candidate Move List** or **Move List** will synchronize with the chessboard and currently shown opening or topic. If you want to switch the active opening or topic you can either click on one of the tabs at the top (if it was previously already opened) or use the **Repertoire Explorer** (s. 5.3 *Repertoire Explorer* p. 55).

If you close all tabs the chessboard will vanish. Don't worry. Just open another opening or topic and a chessboard is shown again.

The chessboard offers several visual helps to recognize all candidate moves and their ranking as well as the last played move. In the example above the last move is visualized by two blue boxes for the g2 and g3 square. A light green arrow indicates your top ranked candidate move d5. A darker green arrow shows your other candidate move for this position, if available.

You have several options available to adjust the chessboard square colors, candidate move arrows and the last move highlighting. You can find these options on the "Visuals & Sound" ribbon page (s. 4.2.4 *Adjusting chessboard orientation & colors* p. 42).

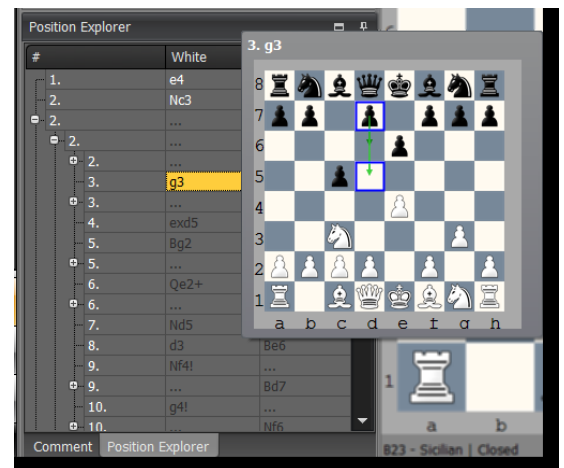
### Move a Piece

You can drag & drop a chess piece to make a move. If the move already exists for the opening or topic the program will just move forward. The move will be added to the move list and the succeeding position will be shown.

If the move does not yet exist it will be created and added to the current opening or topic first. If the move already exists for another opening or topic, but not for the current one then the move will be just added to the opening or topic (no new move will be created). That means that a move comment or evaluation might already exist although you just added it to the current opening or topic.

Move List in the meaning that the moves of the **Move List** are shown highlighted in the **Position Explorer**. If necessary the move list of the **Position Explorer** is expanded where needed. Variations are shown by adding a button to expand the move list. If you click on an expand button you can see the alternative moves otherwise you can always only see the top-ranked candidate move. In the example above you can see that Black has three alternatives for the 4<sup>th</sup> move. Bc5 is the main line. The first alternative is Na5 and the other two alternatives are Bb4 and Be7. If you click on a move in the list the corresponding position will be shown and the **Move List** will be updated accordingly to the move list of the **Position Explorer**.

The Position Explorer offers a very useful tooltip function. If you move over one of the moves in the **Position Explorer** and wait for a short moment a small chessboard is shown as tooltip, which shows you the position after the move. This offers you a great way to quickly check your opening and variations without having to actually navigate through it.



## 5.9 Position Comment

There are several options to adjust the layout of a position comment. You can change the font and size of the comment or use colors, bullet points and other style elements to create a comment. The comment is automatically saved including the layout.

The ribbon page **Text** offers the most typical commands to format the comment.



Some advanced functions are available on the **Insert** ribbon page. You can create hyperlinks, but also tables or even insert images.



Inserting images can be used to create a position comment providing an overview about an opening system or variation. You could navigate to certain key positions and copy them by using the **Copy Image** command. Then just insert these images to the start position comment. Add some text to explain the main idea of the opening or variation.



## 5.10 Editing Positions

Besides the position comment there are a few more things you can do on a position level.



### 5.10.1 Position Evaluation

You have three different formats to enter a position evaluation:

- N: Normal notation for position evaluation.
- C: Computer Evaluation. You can enter any decimal number. Usually used for min-max-calculation.

- P: Personal Evaluation. Same as Computer Evaluation, but exclusively used by yourself.

### 5.10.2 Mark Positions with Labels

You can add a label to a position which will help you to navigate through your opening or topic. Some labels are automatically set by the program like the “Novelty”, which is actually used while running some games against your openings (s. *5.13 Run Against Games p. 81*).

The label “Training” will be used when you mark a position during your training session. Others can freely be used by yourself. Especially the “not complete” label is useful when you enter new variations for your opening, but can’t complete them for the moment.

The position labels would be not be as useful as they are if you could not use them for navigating through your opening. You can easily move forward or backward to the next position with a selected label in the navigation group (e.g. you can easily check the next position which was marked as “not complete” to continue your work). Please check for this the section *Navigation (p. 51)*.

### 5.10.3 Copy Position

You can copy the current position as FEN to the clipboard if you click on the corresponding symbol. This allows you to quickly analyze a position with another program, if you paste the position into it.

### 5.10.4 Copy Image

If you use the **Copy Image** command an image of the current chessboard is copied to the clipboard. You can use this image in other programs or paste it into a position comment. The latter can be useful when you want to create a comment, which for example explains the key ideas and positions of an opening.

## 5.11 Operations

The program offers some functions, which apply to a complete opening or topic. These powerful functions are explained in the next sections.



### 5.11.1 Min-Max-Calculation

The min-max calculation is a powerful function to find forcing winning variations for an opening. The premise is that all leaf nodes (end position) are evaluated for all variations.

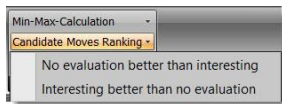
In general the min-max-calculation works as follows: Let's say there are two candidate moves for a position: Ne4 and Qg6. Now you know that Ne4 leads to a position +- and Qg6 to =. This means that the current position is already +- as you can get into a variation which is evaluated as +- (assumption: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

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

**TIP: You can use the Opening Analysis function (s. below) to evaluate all leaf nodes of your opening and then apply the Min-Max Calculation.**

### 5.11.2 Re-ordering of Candidate Moves

You can re-orders candidate moves based on move evaluation. This is a very powerful feature after importing a PGN file where the author includes for some positions more than one candidate move for your side. Usually this is done to show, which moves are weak and sometimes to provide an alternative move (often assessed as !?). In these cases the author often gives assessments for all candidate moves of the position, but the suggested candidate move is not always first. CPT can bring these candidate moves in order. No longer worry about learning the wrong candidate move after an import. Nor do you have to spend a lot of time to find those positions, where the author provided several candidate moves.

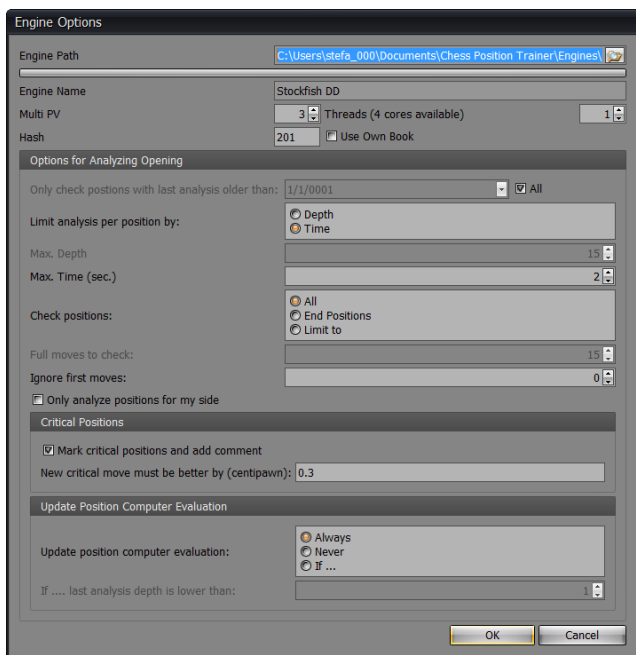


You can decide whether no evaluation should be rated better than interesting (!?). If a topic is activated this function will be applied on all tabiyas.

### 5.11.3 Analyze Opening

You can analyze a complete opening or topic with an UCI engine. The program will update the computer evaluation of analyzed positions and mark positions, where a critical candidate move is missing. Both can be controlled by several parameters. A practical example is given in the **Common Tasks** (s. 3.7 *Auto-analyze your openings with an UCI engine p. 36*).

If you use the command **Analyze Opening** (despite the name it can be also used for a topic in which case all tabiyas will be analyzed) a dialog box shows up, which gives you control on how CPT analyzes the opening or topic.



The options in detail:

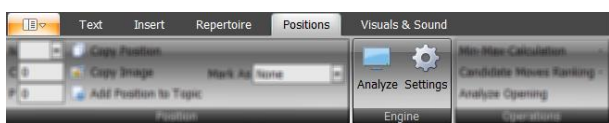
- **Only check positions with analysis date older than:** You can either analyze all positions or only those, which haven't been analyzed since a specific date.
- **Limit analysis per position by:** You can either limit the analysis per position by time (e.g. 5 seconds per position) or by analysis depth. The following two parameters **Max. Depth** and **Max. Time (sec.)** let

you define the corresponding value. For instance, if the **Max. Depth** value is 15 the analysis will only stop for the position once it reached analysis depth 15. Then it will continue with the next position.

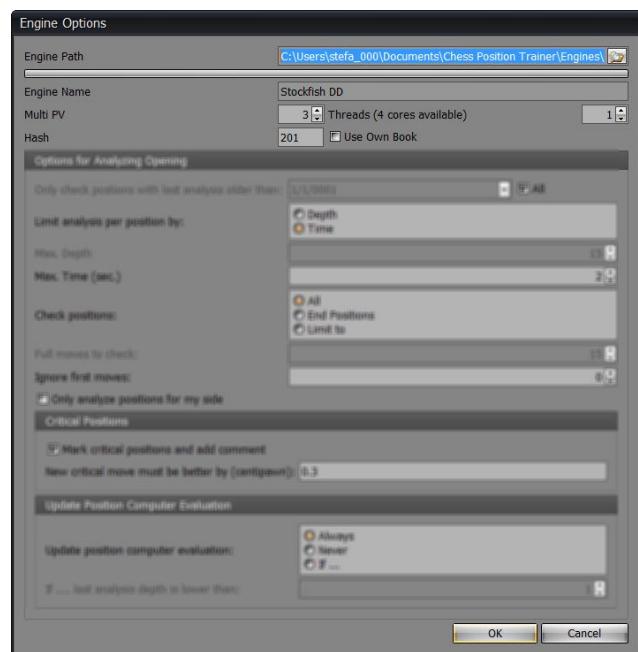
- **Check positions:** You can analyze all positions of an opening or topic or limit it to the first X moves (where X is defined by the next parameter **Full move to check**). Alternatively you can analyze only leaf nodes, which are the end positions of each variation. Afterwards the **Min-Max Calculation** (s. 5.11.1 *Min-Max-Calculation p. 77*) can be used.
- **Ignore first moves:** Analyzing the first moves of an opening with an engine does not make sense usually (unlike topics). This option let you define at which move you want to start with the analysis by telling the program how many moves it should just skip.
- **Only analyze positions for my side:** If you only want to check that you are not missing a good candidate move for your side you can use this option.
- **Critical positions:** In case you are missing a good candidate move the program can mark such positions and add a position comment. You can find these marked positions by using the corresponding **GoTo Type** (s. 5.2 *Navigation p. 51*). This allows you to decide on a case by case whether you want to add the suggested candidate moves or not. Furthermore you can do an additional research to find a good continuation. You can define when a missing candidate move is considered critical by setting the centipawn value. If the candidate move is leading to a position, which is evaluated to be better by this value than the best existing candidate move, it is considered a missing critical candidate move.
- **Update Position Computer Evaluation:** This parameter gives you control on when the computer evaluation of a position will be updated. Besides always or never you can define an analysis depth. Any positions, which was analyzed in the past with a depth lower than this value will be updated otherwise not.

## 5.12 UCI Engine Support

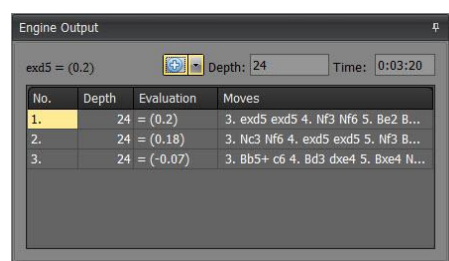
On the ribbon page **Positions** you can find the group **Engine**. It contains a command to start/stop the engine analysis and another command to change the engine settings.



You can use any UCI engine with CPT. The program comes with the free Stockfish engine, which is very strong. There are some engine parameters, which can be changed on the **Settings** form:



Besides linking another engine to the program you can change the Multi PV value. This value defines how many different variations for a position are calculated by the engine. In the example below the engine calculates three different variations.



The **Threads** parameter let you define how many threads the program should use. The program shows you how many threads it detected. Only physical threads are counted.

Furthermore you can adjust the **Hash** value and let the engine use it's own book.

When an engine analyzes a position it shows you the current analysis in the **Engine Output** window (see above). At the top you can see the move, which was rated best by the engine. You can also see the current analysis depth and time used for the analysis of the current position. The blue plus arrow let you add the current engine analysis to the position evaluation. The dropdown box let you decide to add the evaluation as notator symbol or computer evaluation.



## 5.13 Run Against Games

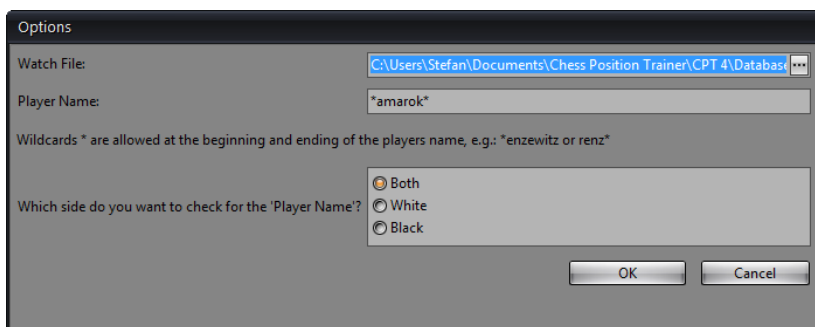
Running played games against your repertoire is a very powerful feature. The typical situation: You play several games over the internet or at a tournament. How can you find out what went wrong? Yes, you can use a chess engine let it analyze it and finally let it show you what it would have played differently. But if you've created already a repertoire, you probably want to know where you or your opponent played a so called "novelty". That is, a move not covered by your repertoire yet. Your chess engine will show you moves which it questions and you played absolutely by intention, because they are part of your repertoire. Of course, from time to time you have to check your lines again, but straighter forward is a different approach, which CPT supports.

In a nutshell: This feature let you run any PGN games (for example your blitz games on an internet chess server) against your complete repertoire. It will show you then where you or your opponent played a move which is not yet covered by your repertoire (it checks all your openings automatically!). Then you can easily analyze the position and decide either to add the novelty or discard it. Of course, you can not only run your own games against your repertoire, but also from someone else (e.g. a strong player who plays the same opening(s) as you).

The beautiful thing about this feature is the little effort it asks from your side although it sounds like a pretty complex task (actually it is, but CPT takes care of it).



The first you use the **Run Against Games** command you will be asked to select a watch file in PGN format and to provide a player name. Additionally you can limit the query to just one side.



If you click on **OK** a new window will open showing you all games of the PGN file, which match your criteria's. The first game will be loaded and run against your repertoire. As a result the novelty of the game will be automatically highlighted.



In the example above the move 2...f6 is not covered by the repertoire. If you click on any game in the game list the program will show you immediately the novelty played in that game. At the same time it will show the last position of your best matching opening before the novelty is played in the main window.

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

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

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

### 5.13.1 Update Training Scores

Operates on all games and will update the training score for all positions which have been played in the games till the novelty is reached. It's like CPT was watching your games in training mode.

Moves played by your opponent are ignored for updating training scores. If you played a move accordingly to your opening it will be considered like you have been presented the position in a training session and you played the correct move. If you didn't play your pre-defined candidate move the same logic applies, but for not correctly played moves in a training session. At the same time the algorithm will stop for the game as you (or your opponent) left your repertoire already.

Afterwards you should archive the games of the watch file to avoid updating the same positions twice.

### 5.13.2 Copy + Mark

Operates on all games and will copy the novelty move of each game to the corresponding opening in your repertoire and mark it as 'Novelty'. Later you can easily navigate through all novelty positions in the main window (s. *Navigation p. 51*).

### 5.13.3 Remove Game

Will remove the currently selected game from the game list, but not delete it. Thus, if you start **Run Games Against Repertoire** later the game will be shown again.

### 5.13.4 Move Games to Archive

This will archive all games of the watch file into another PGN file. Afterwards the watch file will be empty.

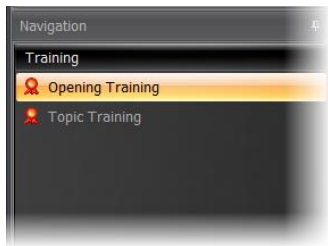
Please note that no filter (e.g. player name) is checked for archiving the games. This means that always all games are copied to the archive file and all games of the watch file are deleted.

## 6 Training Module

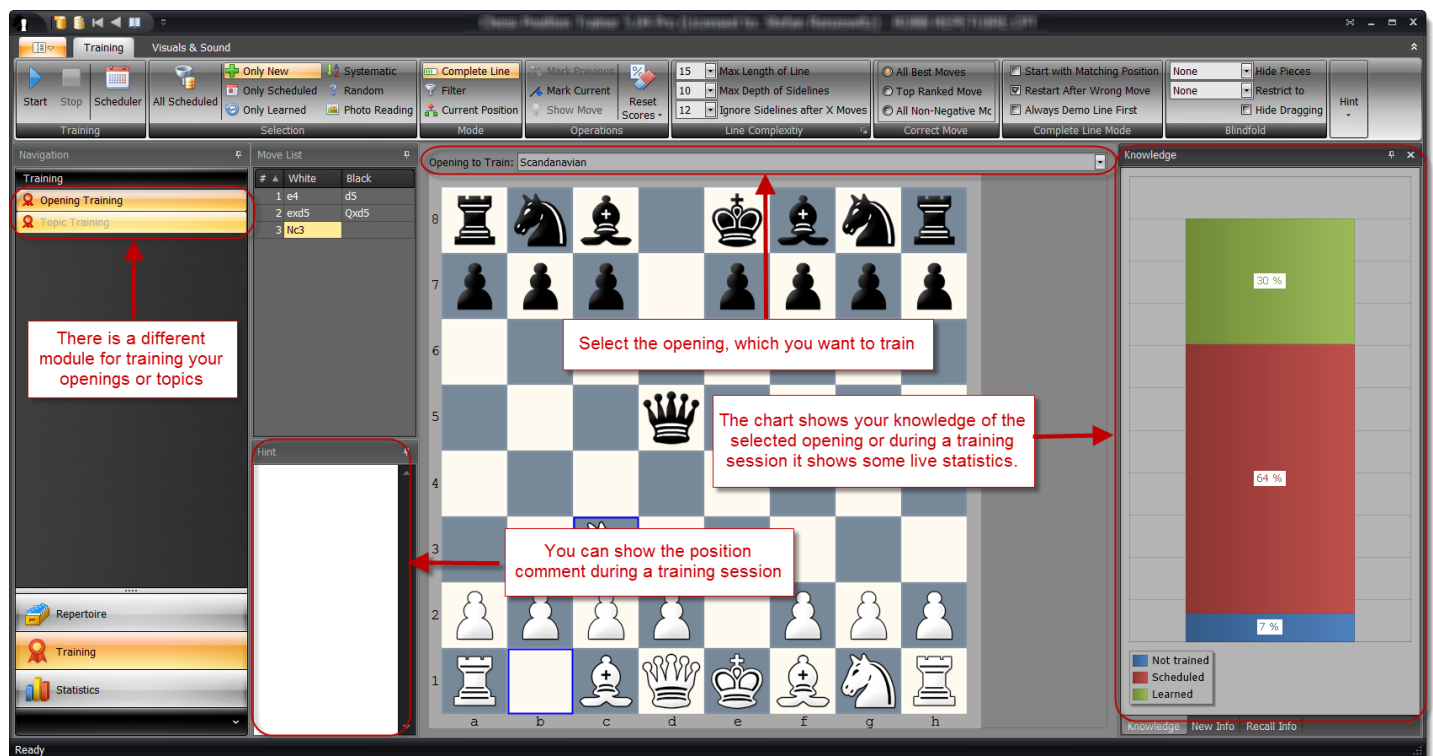
The training module is a core component of the program. It helps you to train and memorize your repertoire in an efficient and structured way. The program automatically keeps track of your training results for future sessions.

### 6.1 Training of Openings and Topics

There are two training modules. One is for training openings and the other one is for training topics. They offer very similar training options.



If you train an opening you will focus on the positions of the opening while training a topic will focus on the tabiyas of the topic.



You have to select an opening or topic, which you want to train. The knowledge statistic will show you how well you know the selected opening or topic. This info can be used to choose the proper selection type on the page group **Selection**. The **Scheduler** gives you an overview of all openings or topics, which have scheduled positions or tabiyas.



The page groups **Selection** and **Mode** have the biggest impact on what and how you train. The other training parameters let you further adjust the training experience. All training options are explained in the following sections. You can also check the comprehensive tool tips provided right in the program.

Once you have configured the training you use the **Start** command to start a new training session.

### 6.1.1 How the Training works

In order to understand the training methodology of CPT you have to understand the concept of candidate moves first (s. 2.1.2 *The concept of Candidate Moves p. 13*).

In CPT you are not training random positions of your repertoire (unless you've selected this selection type). Instead you will automatically go through your whole opening (topic) in a systematic way. If an opening covers several alternative moves for a position the program will play you through each variation. You don't have to worry about forgetting to train a specific sub-variation as CPT takes care of it.

How exactly does this work? The program plays the opposite color and thereby leads through your opening or tabiya in a smart way. It will present you a position and you have to play the right move before it will make another move for the opposite color. The right move is by default the first ranked candidate move (unless you changed this behavior see *Correct Move p. 94*). That means the order of your candidate moves is very important for the training.

Now, you don't have to always begin your training from the start position of an opening (or first tabiya of a topic). Instead, you can decide to focus on only new positions or tabiyas, which you've never trained before. You can also focus only on positions or tabiyas, which you've already learned or you can go through your whole opening in a systematic way. The group page **Selection** (s. 6.2 *Position (Tabiya) Selection p. 89*) let you define, which type of positions you want to train. Furthermore you have the option to train complete lines or to just jump to positions, which match the selection criteria for positions or tabiyas (s. 6.3 *Training Modes p. 91*).

While you are training your repertoire the program is recording all training results for future sessions. If you played the right candidate move with the first attempt the position is considered as learned (recalled). If you don't play the correct candidate move after two attempts the position will be considered as not learned or forgotten. The training status will remain the same if you played the correct move with your second attempt.

A key feature of the program is to schedule learned positions or tabiyas for recall based on a flash-card concept. This is possible due to the fact that it records all training results. Special selection types let you recall scheduled positions (see below *6.1.3 How Recalls work*).

Each opening and topic has a training score which is calculated based on the number of positions (tabiyas), which are considered as learned.

### 6.1.2 Difference between training an Opening and Topic

When you train an opening the program is storing the training result for each position. Based on this information it calculates the total training score of the opening. This allows the program to focus on those positions, which you've missed in the past. It also enables the **Filter** mode, which jumps only to positions, which match the **Selection** criteria.

Topics work a little bit different. The focus is not a single position, but a tabiya as a whole. Think of tabiyas like a training unit. Therefore, training results are only stored on a tabiya and not position level. The training score of a topic is calculated based on the training results of all tabiyas (similar to openings and their positions). As a consequence of this you have to play all variations of a tabiya without any mistake before it is considered learned (or recalled). The program is not storing any training results for the positions a tabiya contains. Some training options are not available for topic training as they don't fit.

### 6.1.3 How Recalls work

CPT is using a flash-card concept to schedule already learned positions for recall. When you train a position (tabiya) for the first time the position (tabiya) will be scheduled for the next day. If you recall the position (tabiya) the next day successfully it will be scheduled in four days. The interval will increase with each correct recall. However, if you fail to recall the position (tabiya) the interval will be set back to one day. As the interval increases it is possible to maintain a big repertoire with thousands of positions (tabiyas) without having to train several hours every day.

You can focus your training on scheduled positions by either using **Recall All** or **Only Scheduled** as selection type (see below *6.2 Position (Tabiya) Selection*). It is strongly recommended to first recall scheduled positions or tabiyas before you learn new ones. Otherwise you will forget your already learned positions or tabiyas. The program will remind you of scheduled positions and tabiyas, but you can also check the **Recall Scheduler** (see next section) to see if any opening or topic has scheduled positions (tabiyas).

The flash-card concept of CPT ensures that you automatically will focus on your weaknesses as those positions, where you failed to recall the correct candidate move, are more often shown than others.

### 6.1.4 Recall Scheduler



The Scheduler gives you an overview of positions or tabiyas, which are scheduled for recall within the next days or are already overdue. If you click on any entry in the scheduler the respective opening or topic will be selected in the training module and the training will start with the position selection **Recall only**. In contrast to the scheduler of the **Statistic Module** (s. 7.5 *Training Scheduler p. 101*) you can see the name of the openings and topics instead of just the total number of positions or tabiyas, which are scheduled.



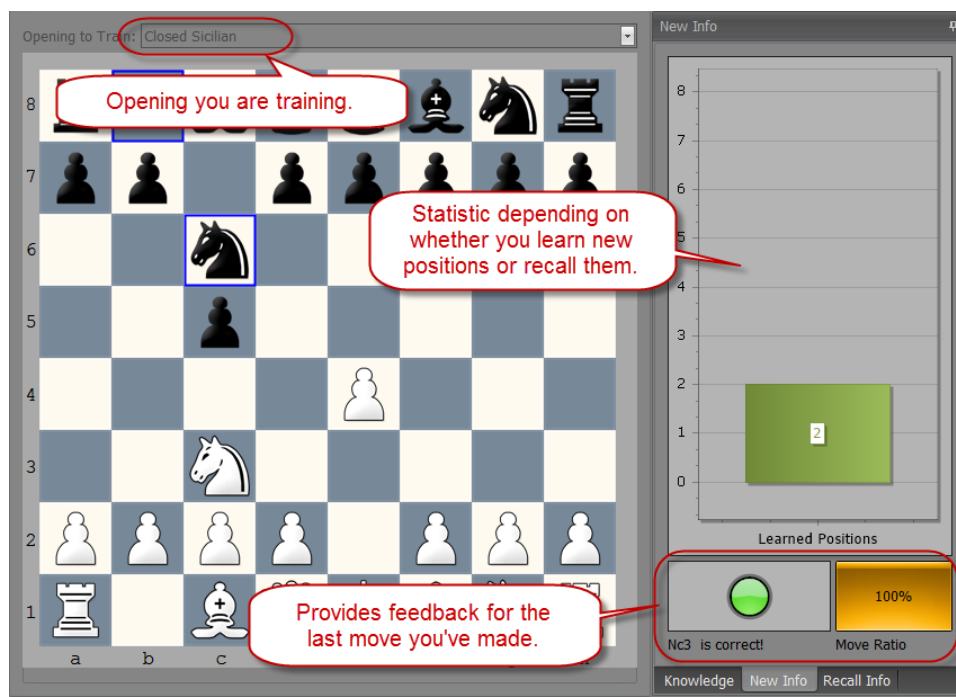
### 6.1.5 Start the Training

After you have selected an opening or topic you can start a training session by clicking on the **Start** button in the ribbon. Once the training started the ribbon page will hide most commands and only a few are left:



The **Mark Previous** / **Mark Current** and **Show Move** commands are explained in the 6.4 *Operations* section (p. 92). If you are using the training option to demo a line first an additional group page is shown (s. 6.5.3 *Complete Line Options* p. 94) to control the speed of the moves.

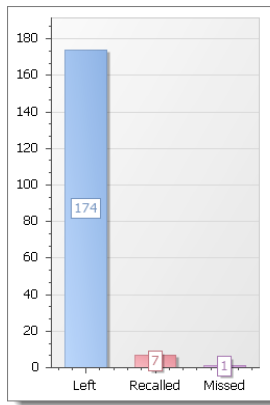
When the training starts you are presented a position where you have to make a move. Depending on your training options the program will choose the position (tabiya). If you don't play the correct candidate move the program will give you a visual hint.



A green or red light visualizes the correctness of the last move you've made. If it was correct it will be green otherwise red and a text telling you that the move was wrong.

The "Move Ratio" shows you how well you are doing during your current training session. It basically counts your correct and wrong moves and shows the current percentage. The chart above depends on the selected positions. If you are using the **Only New** selection it shows you how many new positions you've already learned during the session.





If you use a recall mode like **Only scheduled** it will show you how many recalls are scheduled and left for today, how many you have successfully recalled and how many you have missed (failed to recall).

If you receive the message that there are no more positions (tabiyas) left for the selected opening (topic) and current training options either choose another opening (topic) or adjust the training options accordingly. Please have a look at the *FAQ* (p. 102) for additional tips.

## 6.2 Position (Tabiya) Selection

On this page group you define, which positions or tabiyas you want to train. Each selection type has a different purpose therefore it is recommended to take some time to get familiar with each one. Some selection types let you recall scheduled positions or tabiyas while other let you focus on new positions (tabiyas) or refresh your memory of a certain opening in a systematic way.

### 6.2.1 Recall all

Selects all scheduled positions or tabiyas of any opening or topic. If you want to recall only positions or tabiyas of a specific opening or topic, please use the **Scheduled only** option.

If you train an opening all scheduled positions are considered regardless of the opening to which they belong (the opening selection has no impact in this case). That means the program will switch the openings if required. Let's say you've trained your Pirc and Closed Sicilian openings in the past. The trained positions of these two openings are all scheduled for recall and the program will automatically select the Pirc or Closed Sicilian as it goes through all scheduled positions. If you want to recall positions of a specific opening only use the **Scheduled only** option.

If you train a topic all scheduled tabiyas are considered regardless of the topic. That means the program will switch the topic if required. If you want to recall tabiyas of a specific topic use the **Scheduled only** option.

The advantage of this selection is that you are guaranteed to be trained in all scheduled positions or tabiyas and you don't have to check the scheduler to find any opening or topic, which has positions or tabiyas scheduled for recall.

### 6.2.2 Only Scheduled

Selects only scheduled positions or tabiyas of the current opening or topic. If you want to recall all scheduled positions or tabiyas regardless of the opening or topic, please choose **All scheduled**.

### 6.2.3 Only New

Let you focus on new positions or tabiyas, which you have not trained before. Once you've trained a position or tabiya you can only train it again with one of other selection types.

### 6.2.4 Only Learned

Let you focus on positions or tabiyas, which you have already learned.

### 6.2.5 Systematic

The program will go in order through your whole opening or topic regardless if the position or tabiya is already learned or scheduled for recall.

Select this option, if you want to recap a topic, opening or sub-variation systematically. This can be especially useful for preparing your next over the board game, if you just focus on some key variations your opponent is likely to play. In this context it is also recommended to check the

### 6.2.6 Random

The program will go randomly through your whole opening or topic regardless if the position or tabiya is already learned or scheduled for recall.

If you train openings you will always begin with the start position and you have to play complete lines.

### 6.2.7 Photo Reading

The photo training mode is very different from all other training modes. It runs randomly through your opening and shows you the position to be memorized for a short moment. Then it will show you the correct move and finally jump to another position.

The idea behind this is to learn the positions in a subconscious way. The concept is derived from photo-reading. It is important that you do NOT try to understand the position. It is really all about subconscious learning.

One drawback is of course that program has no chance to focus on your weaknesses for obvious reasons, because there is no physical interaction and thus the training scores of your positions are not updated! It works rather like a slide-show so to say.

## 6.3 Training Modes

### 6.3.1 Complete Line Mode

In this training mode you will be always asked to play complete lines. The program will first search for a position, which matches your selection (e.g. 'New' or 'Scheduled') and then create a move list leading to this position.

The **Line Complexity** parameters let you further control this process by limiting the sidelines or length of variations (*s. 6.5.1 Line Complexity p. 93*).

Some chess players feel more comfortable if they play complete lines instead of jumping right to the position which they have not yet trained. Especially for rather new openings this can help to learn the opening faster, but the more you have trained an opening the more you are going to repeat positions you already know. Therefore it is recommended to use this mode in combination with one of the following two options. One is the **Current Position** option (*s. 6.3.3 From Current Position p. 92*), which let you start the training from a certain position. This way you can add a new branch to your existing opening and then train just this new branch. Another useful option is to **Start with Matching Position**. It let you still learn your new positions in a structured way, but you avoid having to play the same first moves over and over again (*s. 6.5.3 Complete Line p. 94*).

### 6.3.2 Filter Mode

The filter mode can be combined with the selections **Only New** and **Only Scheduled**. In this case you are only presented positions, which match the criteria. Unlike the **Complete Line** mode the positions are not necessarily connected or part of the same line. It feels more like jumping from one position to the next one.

Some people don't feel comfortable with this mode, which looks randomly at first, but it is 100% focused on the selected type of positions and thus an efficient way to train your opening as you don't spend time with positions, which are part of the same line, but not matching the selection criteria.

### 6.3.3 From Current Position

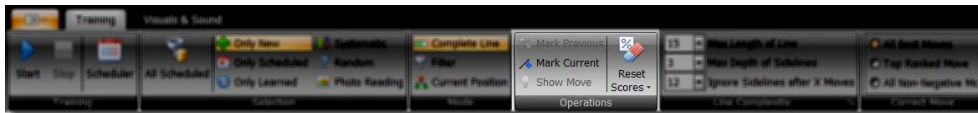
This option is only available for openings. In some cases you might want to train from a specific position onwards and ignore any earlier variations.

Example given: you have a black opening for the Sicilian. Maybe you want to train against the main lines and no Anti-Sicilians for the moment. Then just switch to the **Repertoire Module**, navigate to the first position, which ensures a game against a main line and then switch back to the **Training Module**.

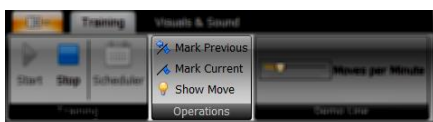
This option can be combined with **Complete Line** and **Filter** mode.

## 6.4 Operations

There are some operations available, which you can use before you start the training or during the training.

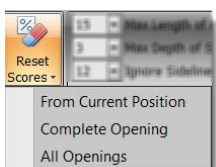


The **Reset Scores** is not available once the training startet.



### 6.4.1 Reset Training Scores

Sometimes you may want to reset the training scores for positions of your openings or tabiyas of your topics. When you reset the training scores these positions and tabiyas are considered as not learned. That means the program will present them for training, if you choose the selection **Only New**.



You can reset the training score beginning with the current position and then all lines starting from the current position or you can reset the scores for the complete opening or even all openings (respective tabiyas/topics).

## 6.4.2 Mark Position

The **Mark Previous** and **Mark Current** buttons let you mark positions as “Training”. Later you can easily look-up positions which are marked as “Training”. You might want to mark a position during your training session for later investigation. The **Mark Previous** comes handy if you want to mark the position, which was shown before, because sometimes you realize only after a position was shown that you would like to further investigate it. If you missed a move or wondered whether not a different candidate move would be better you can easily mark the position without having to interrupt your training session.

In the **Repertoire Module** you can find these marked positions by using the proper **Goto-Position Type** (s. 5.2 *Navigation p. 51*).

## 6.4.3 Show Move

The **Show Move** command shows the correct move for the current position. Please be aware that the position will be automatically considered as not known / failed recall when you get the hint.

# 6.5 Training Options in Detail

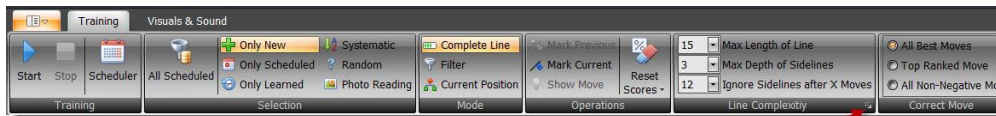
## 6.5.1 Line Complexity Options

The **Line Complexity** group let you control how deeply you want to train your openings. In the beginning you might want to focus on the main lines or the first moves to evenly learn all openings instead of one till move 30<sup>th</sup> and others not at all. These options give you the chance to control exactly this.

**Max Length of Line** determines what the maximum length of any line should be. You can decide to learn just the first 15 moves and then stop there. For some openings you will already cover all important positions with these settings while others like the Dragon have theory for up to 30 moves or even more.

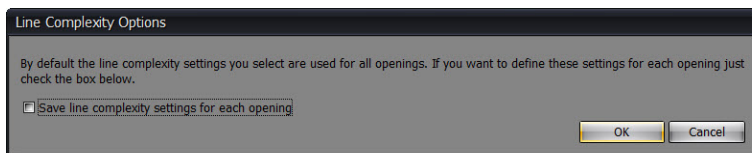
The **Max Depth of Sidelines** is another way to limit the training for an opening. If you enter 1 you are only going to train the main line (top ranked candidate move of the opposite color).

You can also consider all sidelines for the first X moves and only then focus on the main lines. The option **Ignore Sidelines after X Moves** let you achieve exactly this in conjunction with the **Max Dept of Sidelines** option.



Caption button to define these settings for each opening individually

It is possible to define **Max. Length of Line**, **Max. Depth of Sidelines** and **Ignore Sidelines after X moves** for each opening individual. Settings can be accessed via the caption button of the **Line Complexity** ribbon page.



## 6.5.2 Correct Move Options

The default setting requests from you to always play the top ranked candidate move for your side. Usually you should not maintain more than one candidate move for your side anyway. However, sometimes you want to be more flexible and at certain key position you want to prepare an alternative to your main move. In this case you have to add more than one candidate move for these positions and then select for training either **All Best Moves** or **All Non-Negative Moves**. The **All Best moves** only works, if you marked the alternative move(s) as **Best Move** (s. 5.6 Candidate Move List p. 68). Afterwards the program will accept not just the **Top Ranked Move** as correct reply, but also go through these alternative variations, which you would not train otherwise.

**TIP:** You can't reach a 100% training score for an opening, if you maintain alternative moves for your side, but they are not defined as **Best Move** and you are not accepting all best moves for training.

## 6.5.3 Complete Line Options

If you have chosen the *Complete Line Mode* (p.91) additional options are available on this group page.

Select **Restart After Wrong Move** and the program will repeat the same line if you made any mistake along the whole line.

**Always Demo Line First** will let the program demo each line first by playing both sides before you are asked to take over your side while the program will play only the opposite color. This is particular useful if you have yet to get familiar with a new opening or topic.

If the training has started an additional ribbon group page is shown:



The **Moves per Minute** slider let you change on the fly how fast the demo line is played. If you move the slider to the right the moves are played faster.

**Start with Matching Position** let you skip the first X moves, which don't match your choice on the **Selection** group page. For instance, if you select **Only New** positions you will start with the first not yet trained position of the line and then continue the line.

**TIP: The “Start with Matching Position” option is very efficient for learning new openings. It’s like a best of Filter and Complete Line mode. You will learn the new opening in a systematic way, but at the same time avoid repeating the first X moves, which you just learned.**

#### 6.5.4 Blindfold Options

This option is only available if you have selected the **Complete Line** mode.

The blindfold option opens a totally new dimension for training. It let you train your visualize skills not just by some rather abstract training units, but by playing your own, personal repertoire!

You can select which pieces you want to hide by the option **Hide Pieces**. Only hide all pawns or queens? No problem. Just for black or white? This is also possible.

Next select **Restrict to** for further adjustments. This let you in combination with the previous option hide for example pawns just in the centre.

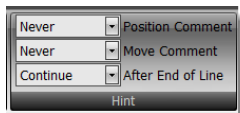
Finally you can **Hide Dragging**. In this case the mouse cursor won't indicate which piece (or none) you are dragging.

Overall with these three options you have a powerful set of options to improve your visual skills which will have a positive impact on your chess.

### 6.5.5 Photo Reading Options

You have three sliders to change how long it takes **before** a position is shown (till then the board will be hidden), how long it takes **after** the position was shown till the correct move is displayed and finally the time till the chessboard **fades out**.

### 6.5.6 Hint Options



The program gives a hint when you make a wrong move by highlighting the correct piece etc. You can get an additional hint during the training, if a position or move comments exists. The group page **Hint** let you configure the training to show these comments always or only after your first or second wrong attempt. Showing a comment can be useful for finding the correct candidate move, but also to learn the idea behind the move if you create a comment which describes it.

The **After End of Line** give you control on how the program should continue after you've trained a complete line. You can always pause the training or only if a comment for the last position exists. In both cases you will only continue with the next line after you click on the **OK** button of the dialog box. You can resize and move the dialog box. These changes are saved.

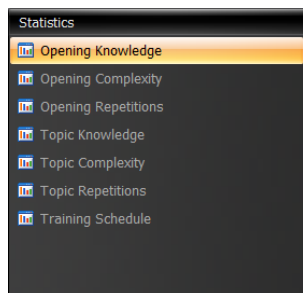
### 6.5.7 Smart One-Click Move-Input

The Smart One-Click Move-Input allows you to make your moves during training much faster.

You have to activate it in the Settings (*s. 4.3.3 Settings and Backup-System p. 45*). Once activated you only have to click on the target square during a training session. Then the program will evaluate, if it is the target square of the correct candidate move. In this case the program treats your click like you made the correct move on the board otherwise it will be considered as wrong. Note that you can't drag & drop a piece anymore when this mode is activated. If you try to do it nonetheless the square of the piece you try to drag is interpreted as the target square, which will be wrong. If you drop the piece on the original square it is also counted as wrong. Sometimes more than one piece can move to the same target square and maybe you had a different one in mind when you clicked on the target square. In order to simplify the process the program does not care of this detail. In practice it should not matter as you will see the move the program was expecting anyway.



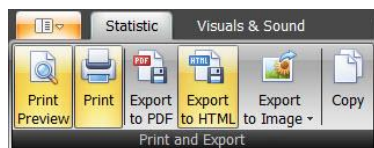
## 7 Statistic Module



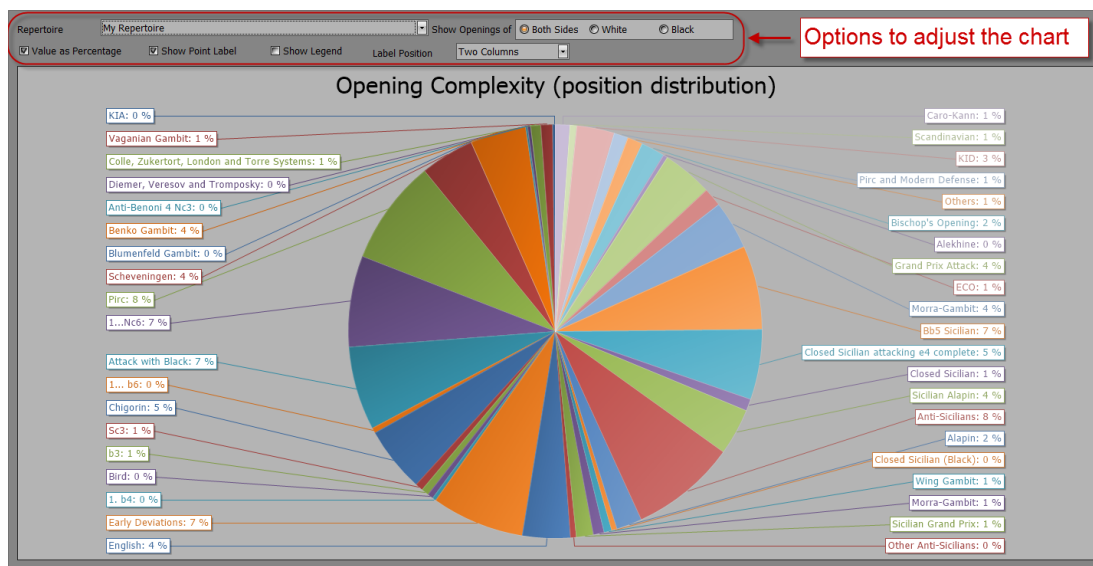
The statistic module offers you useful insights for your repertoire and provides an overview of your openings and topics. There are several statistics available.

### 7.1 Interaction

All statistics have in common that you can export the charts as image, PDF or HTML. Furthermore you can print them.



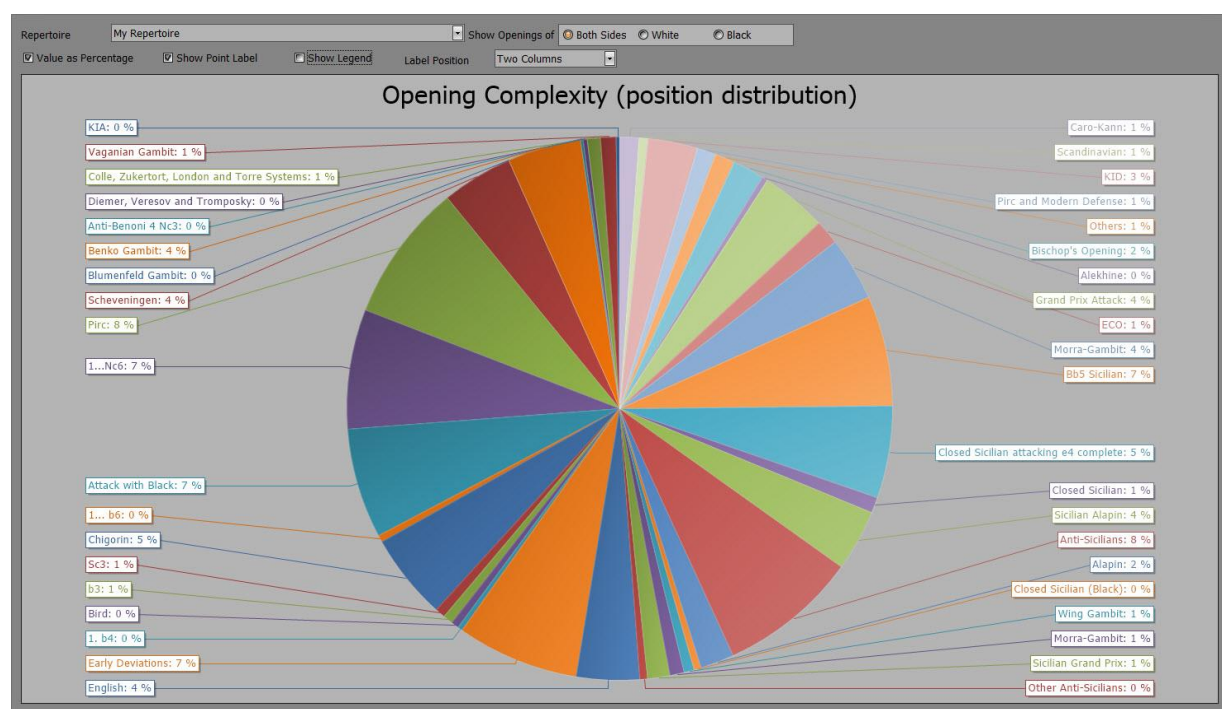
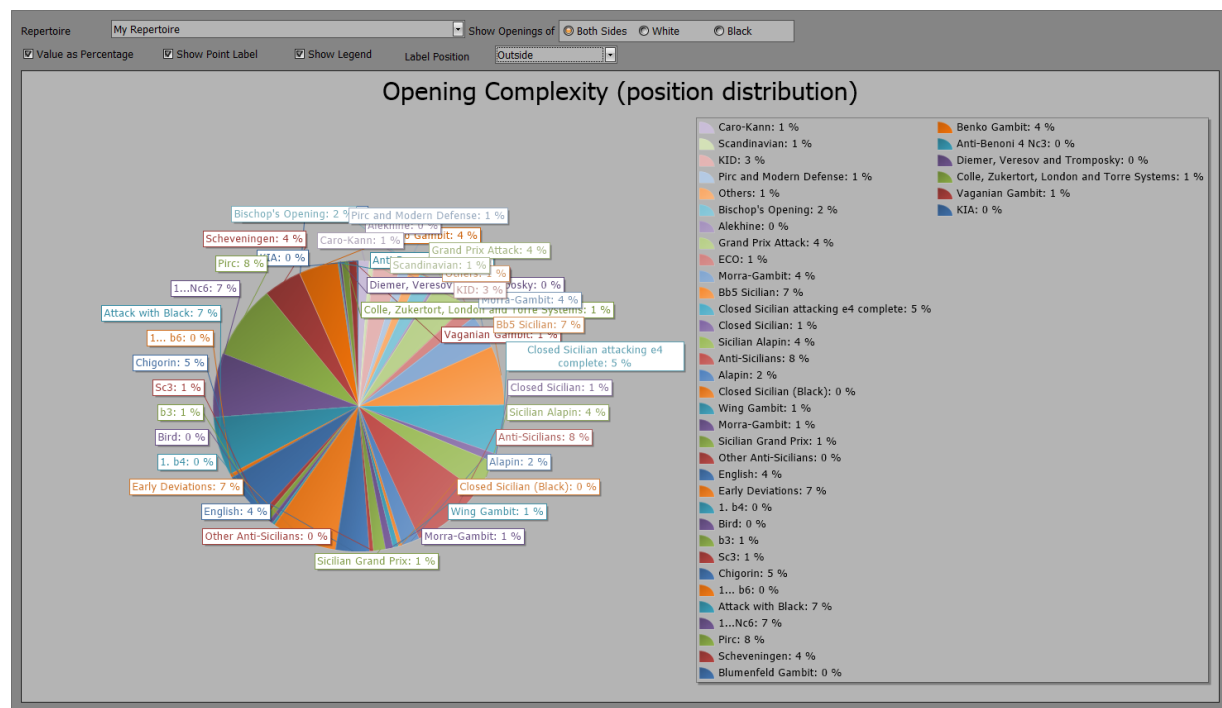
On top of each statistic you can find some options.



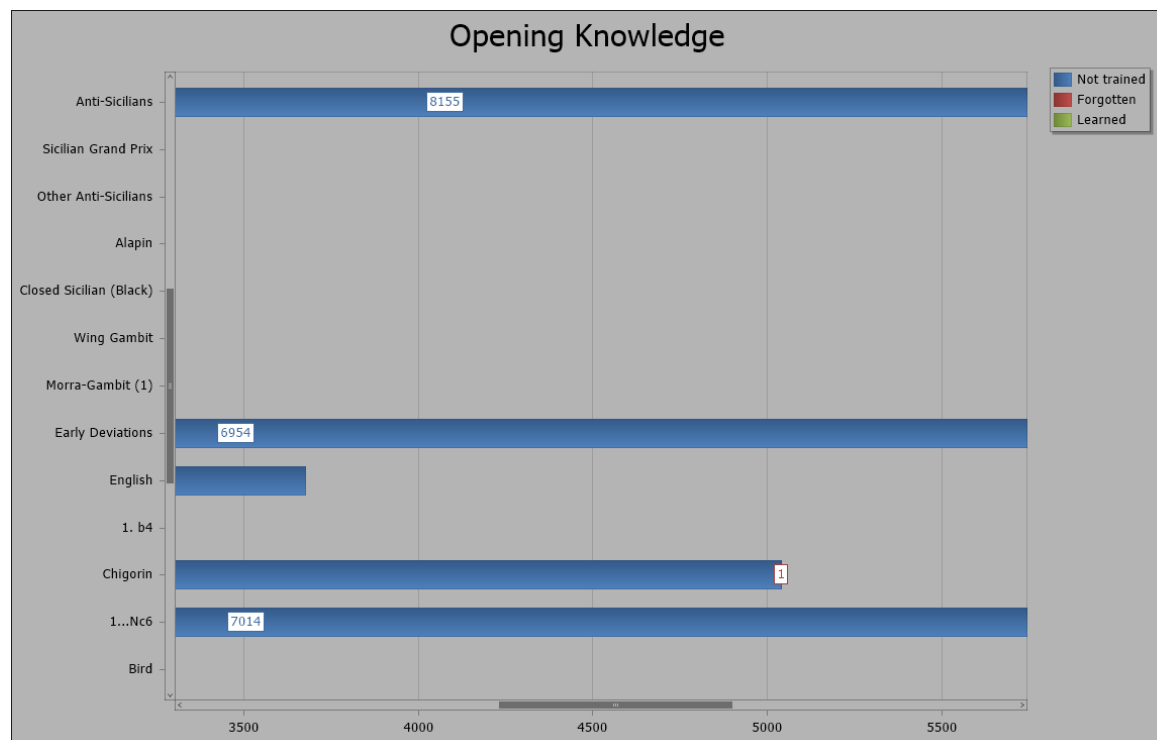
Most statistics let you select an opening or topic. In case you can select an opening you can further decide to only show all openings for White or Black or both.

Some additional options might be available like showing all values as percentage (or value otherwise), showing point labels and a legend.

The **Label Position** option is useful, if you have a big repertoire. Showing the labels outside of the chart is recommended as long as the repertoire does not contain many openings. When your repertoire contains many openings you should try the option to show the labels in two columns. The following two screenshots demonstrate the difference.

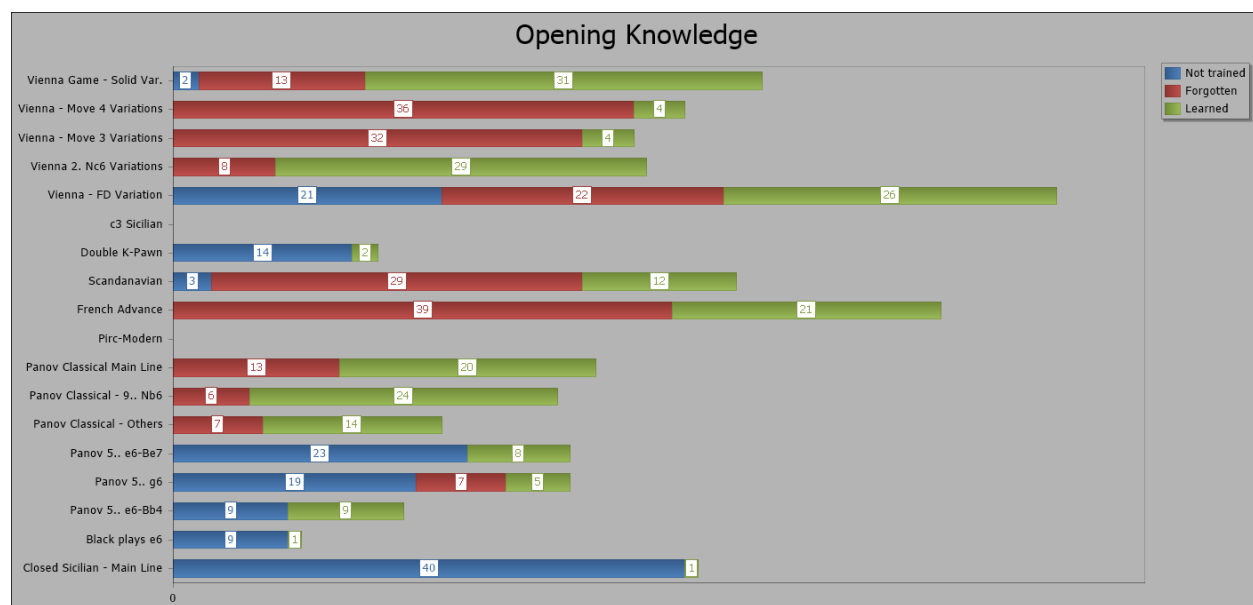


Some statistics allow you to zoom-in and out by using the mouse-wheel. The **Opening Knowledge** is one of these:



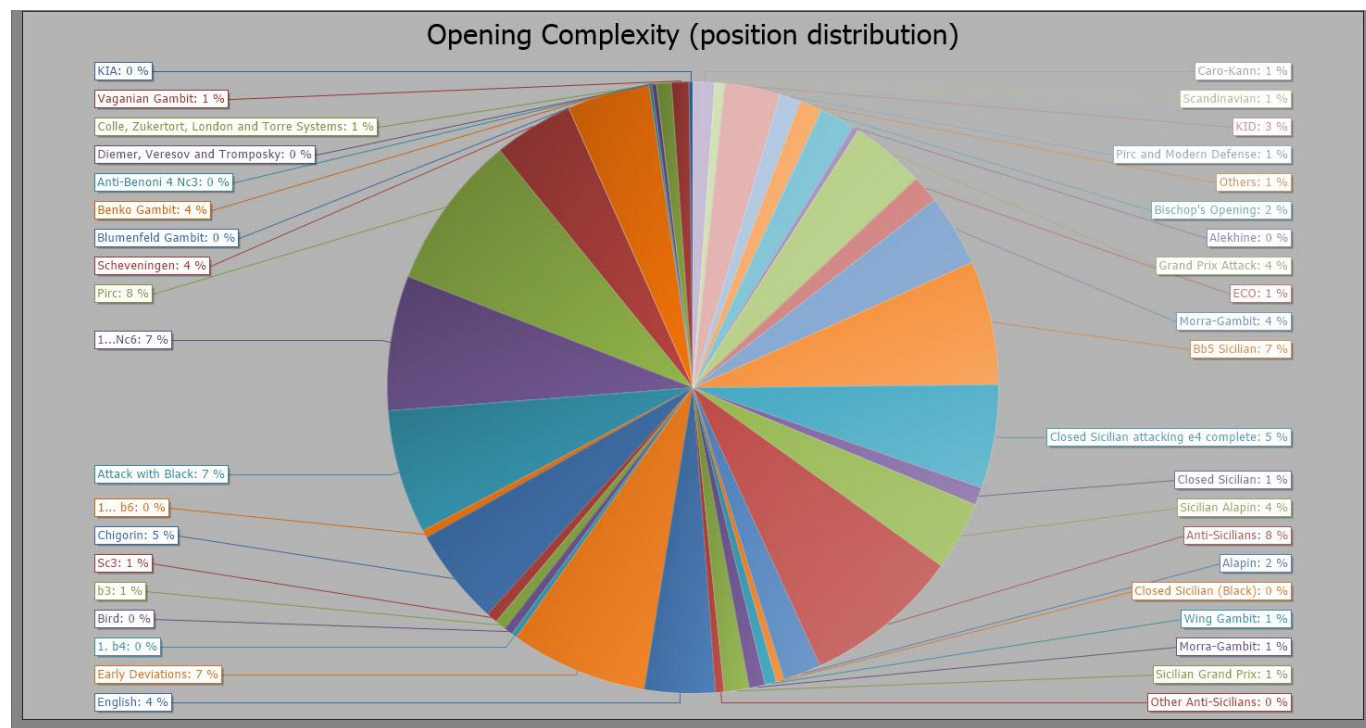
## 7.2 Opening / Topic Knowledge

Select a repertoire and an overview of all openings or topics of this repertoire will be shown.



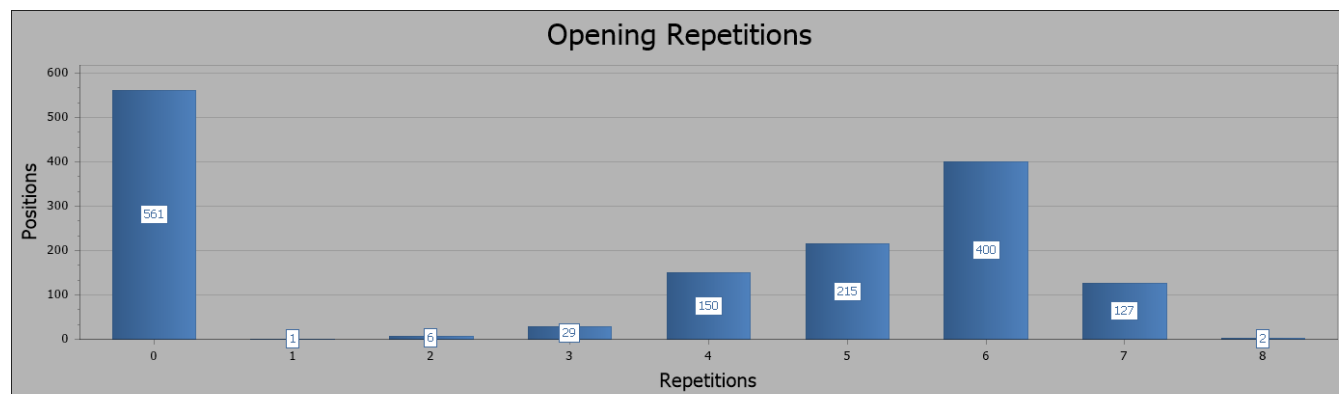
## 7.3 Opening / Topic Complexity

This chart will provide you an overview of which openings (topics) contain the most positions (tabiyas) and hence are most complex to learn. It's no surprise that it is the Classical Dragon in this example:



## 7.4 Opening Position Repetitions

This chart shows you how deep your knowledge is of your openings and topics. If you have repeated a position or tabiya successfully for several times this indicates that you really know it very well. If your openings or topics are new all positions will have zero repetitions. If you forget a position during one of the recall session the repetition will be set back to zero.



## 7.5 Training Scheduler

The scheduler is the heart of your training strategy. It keeps track when you have to recall a position or tabiya. It is very important that you don't miss recall dates otherwise you won't be able to learn your openings and topics in the most efficient way, because you forget them too often and you have to re-learn them again.

Monday, March 24, 2014 - Sunday, March 30, 2014						Sunday, March 30, 2014 - Saturday, April 5, 2014					
24 Mon	25 Tue	26 Wed	27 Thu	28 Fri	29 Sat	30 Sun	31 Mon	1 Tue	2 Wed	3 Thu	4 F
Overdue: 557 positions		To recall: 8 positions	To recall: 16 positions	To recall: 1 positions	To recall: 1 positions			To recall: 2 positions		To recall: 4 positions	

If you launch CPT or begin a new training session the program will automatically remind you, if there are positions or tabiyas scheduled for recall. It is recommended to always recall scheduled positions and tabiyas before you learn new ones.

## 8 FAQ

### **I want to manage for some positions alternative moves for my side. How can I do that?**

In general you should manage only one candidate move for positions, where it's your turn. Sometimes you want to maintain alternative moves to be more flexible though. If you add more candidate moves you can define these as "best move" too (s. *5.6 Candidate Move List p. 68*). Only if you mark these alternative candidate moves as "best moves" too you will be trained in these lines as well. You have to adjust the training parameter on the **Correct Move** group page in the training ribbon to tell the program to accept these "best moves" otherwise only the top-ranked candidate move will be accepted and considered for training (s. *6.5.2 Correct Move p. 94*).

### **How do I save a position comment?**

There is no save button as the program saves all changes always automatically.

### **What is best practice for splitting an opening into several openings?**

Deleting a candidate move is a performance intensive action if you are deleting complex branches. Instead of deleting any candidate moves it is recommended to copy each sub-system into a new opening and then deleting the original opening as a whole, which is very fast. Let's assume you've imported a PGN file, which contains a complete repertoire. Then just go to the key positions, which define each sub-system. Use the **Copy** command, create a new opening and then use **Add Moves** command to add the moves of the sub-system to this newly created opening (s. *5.3.4.4 Copy & Insert Repertoire Items or Moves p. 64*). Once you have done this for all sub-systems you can delete the original opening, which contained all sub-systems.

### **How can I manage tactic and end game positions?**

A topic is the proper repertoire element to manage these types of positions. Please refer to the **Common Tasks** section to find out more (s. *3.6 Chess Tactic, End Game and Key Positions p. 29*).

### **What are the most import keyboard shortcuts?**

There are only a few keyboard shortcuts to remember, but they can make your life much easier.

If you press the Shift Key while entering a move via your mouse the move will be added to the **Candidate Move List**, but you stay at the current position. This way you can quickly enter all relevant candidate moves for the current position. Some keyboard shortcuts exists for navigating through you repertoire. The most important ones are the Left and Right Arrows to navigate forward and backward through your opening or tabiya (if you are not editing a comment). Next are Shift-Left and Shift-Right, which will navigate forward and backward depending on the **GoTo-Position Type** you have selected on the **Navigation** group page (by default it is "branch", s. *5.2 Navigation p. 51*). Jumping forth and back to the branches of your opening or tabiyas is a true time safer for many scenarios.

**Why is my opening knowledge not 100% although I've trained it completely?**

There can be several reasons. Sometimes the training score is just not yet updated. The **Statistic Module** is always calculating the training score on the fly while the training score shown in the **Repertoire Explorer** is only updated from time to time or after specific actions like training. However, there can be another reason for not reaching 100%, which is related to the answer of the next question below.

**The program does not train me in all variations, why?**

The first thing you should check are the **Line Complexity** settings (*s. 6.5.1 Line Complexity p. 93*). If the maximum length of line or sidelines is lower than the longest line of your opening you are never trained in it and thus you can never reach a score of 100%.

While this reason is rather obvious there is potentially another reason, which is a little bit more complex. If you manage alternative moves for positions where it's your turn to move you might not be trained in these alternative lines. Make sure to define these alternative candidate moves as "Best Moves" (*s. 5.6 Candidate Move List p. 68*) and change the training parameter for **Correct Move** to "All best moves" (*s. 6.5.2 Correct Move p. 94*).

**How can I start training from a specific position?**

There are two ways to start your training from a specific position. In the **Repertoire Module** you have to go to the desired start position. Then switch to the **Training Module**. The last position, which was shown in the **Repertoire Module** is shown now too. In order to start from this position you have to use the option **Start from Current Position** (*s. 6.3.3 From Current Position p. 92*). If you expect to frequently use this position as training start position then you should create a variation (*s. 5.3.1.4 Variation p. 57*). Once you've created a variation you can simply choose it from the opening to train list. The proper training settings will be automatically selected for you.

**Can I train my visual skills with Chess Position Trainer?**

Yes! The training module offers you some options to hide certain or all pieces, which let you practice blindfold chess (*s. 6.5.4 Blindfold p. 95*).

**Is it possible to make moves with just one click?**

You can configure the training module to enable moving a piece just by clicking on the target square. You have to activate this input mode in the **Settings** (*s. 4.3.3 Settings and Backup-System p. 45*).

**How to pause the training after the last move of line?**

You can configure the training to always pause after you've reached the end of a line before the training continues with the next line. Please check *6.5.6 Hint Options (p. 96)* for more details.

## 9 Credits

This project would never have been possible without the support of **Gregory Prentice**. He is the guy who is in charge of the chessboard itself (navigation, validation, editing etc.) and the PGN import. So he did a lot of "background" work which enabled me to implement the features which I had in mind on top of it.

**Daniel Markwald** is in charge of all art works including the web-site design.

Chess Position Trainer would be only available in English and German without these great persons, which translated all text of the program in their respective language:

Dutch & French translation by **Willy Lefebvre**

Portuguese translation by **Álvaro Frota**

Italian translation by **Guiseppe Iacovelli**