Chess Position Trainer Update

Release Notes 5.1

This is a free update for any CPT 5 license owner (including CPT 4 to 5 upgraders). There is an upgrade offer for owners of an older license.

This new version requires the Microsoft .Net Framework 4.5+, which is not supported by Windows XP. Thus you need Windows 7 or higher to run this new CPT version.

New Features

- Training: Now, it is possible to select a complete repertoire or folder for training. Then your selections like "Only learned/scheduled positions" can be applied to all openings of the folder (e.g. Black).
- New import wizard for importing repertoire elements from a CPT 5 database.
- Importing of complete structure (folders, openings and variations) of a CPT 5 database is possible now.
- Engine output window: start / stop analysis button added.
- Engine output window: best line or complete analysis can be copied as comment (check the blue plus button).
- Engine output window: clicking on a line adds the first move as candidate move to the opening.
- New GoTo position option: you can now search all openings for a specific position type like ">1 candidate moves", marked as "Training" etc. Just check the new "All" button. Of course you can also still search just the current opening.
- New training statistic and history charts tracking the results of all your training sessions.

Improvements/changes

- Flat dark skin is the new default skin (blue is available too). Ribbon icons have been changed to flat icons.
- Default font size and font can be defined for position comments. No longer do you have to change the font every time you want to edit a new position comment. This also means you can easily change the values and thereby change the font (size) of all position comments as long as you've formatted them with the default font. Just changing the default font will be sufficient.
- Mouse wheel supported to navigate through an opening or a game in the Run Games Against Repertoire window.
- Engine analysis: time for analyzing of openings ("Max. time to analyze a position") can be incremented without any limit allowing to do deeper analysis per position.
- Engine analysis: if a comment already exists a new engine comment is added to the next line and not into the same line.
- Engine analysis: if an engine analysis has been added to a position comment the program did not check if the same analysis already exists. Now, only new analysis are added.
- Run games against repertoire: Location and size of window are restored.
- Removed the repertoire element sub-variation (see next item).

- Variations can be added to variations without any limits regarding variation depth (in other words you can add a variation as a child to a variation as a child to a variation as ….) giving you even more freedom to organize your repertoire.
- Repertoire elements can be re-ordered by drag & drop even if they are child items of the same parent.
- Adding a position as new topic allows you to change the name immediately.
- Last tabia index is restored when you switch between topics or openings in the Repertoire Explorer.
- Topic limits for total number of tabias removed.
- Repertoire module: not active tabs can be closed and the program will remain at the current tab without losing focus.
- Knowledge statistic used the opposite order for openings and topics compared to the repertoire explorer.
- Scrollbars for all windows are hidden unless required providing more space for content.
- Import PGN: complete games can be imported as tabias too. Prior it was only possible to import games, which had an explicit FEN tag (which regular games usually don't have).
- Training: Size and location of hint window will be restored.
- Training: Color and width for arrows and circle can be adjusted.
- Training: Smart Input mode can be directly changed in the training ribbon during a training session.
- Fonts and icons could look blurry under Windows 10. They should always look crisp now.
- Performance improvement for variations when they are shown (e.g. you click on it in the Repertoire Explorer). Now they are instantly shown.
- Performance for topics has been greatly improved.
- Performance of switching between opening and training module improved.

Bug Fixes

- Engine: Kommodo 7/8/9 did not run. Fixed.
- Engine options: wrong time measurement displayed for "Max. time (ms)". It is seconds and not milliseconds.
- Issues with importing topics fixed.
- Opening analysis: engine analysis stopped when detecting a mate position and thereby stopping the whole opening analysis. Fixed.
- New openings / topics should always have a score of 0%.
- After loading the module "Running games against repertoire" and closing it, it is not possible to load the module again unless the selected opening is changed.
- Training: Recall statistic was not updated for "Recall all".
- Layout of Repertoire Explorer was not restored.
- Training topics: "only scheduled" was not working properly and rather like random.
- Training topic: statistic for recalls is not updating the number of remaining tabiyas
- Training: sometimes an error message was shown saying that an object was not set.
- Training: program would force to repeat lines with a mistake even if this option was disabled.
- Training: Resetting training scores did not refresh the training score of the corresponding repertoire elements, if a complete opening or all were reset.

- Auto-loading of last database failed and lead to an error message if the file didn't exist any longer at the expected file path.
- Some memory leak issues fixed.
- License issues fixed where the new license code was not accepted or remembered.
- Many other minor things or improvements in the background.

Release Notes in 5.04

- Training: The training mode to recall all scheduled positions regardless of current opening is back and is called "Recall all". In this case all other training options are ignored and any position scheduled for recall will be trained. It works like the filter mode, but it will automatically switch the opening if needed. The same recall mode is also available for topic training.
- Training: the location of the window for "End of Line" hint is restored.
- Training: Openings and topics in the "Scheduler" can be clicked. Then the training will automatically start with "scheduled only".
- Training: sometimes a random error happened and the training chart was showing a red cross afterwards.
- Training: sometimes an error was shown after stopping the training / demo of a line.
- Training: incorrect French translation for status message after a wrong move.
- Training: hints regarding the two different recall modes were adjusted.
- Training: long training sessions could become slower. This has been fixed.
- Engine analysis: it is possible to define the threads and "OwnBook" parameter to let the engine use its own opening book (if available).
- Engine analysis: mate was not correctly shown.
- Engine analysis: hash was cleared for every analysis, which made the hash parameter useless
- Repertoire module - Adding tabiya: you can now paste a FEN from the clipboard.
- Repertoire module: you can now directly add a new topic to an opening.
- Repertoire module: clicking on a move in the position explorer showed an error.
- Repertoire module: deleting a repertoire item was not correctly shown and could result in an error message.
- Statistic module: in some cases the application would hang.
- Most recent file list: if loading a database fails it will be removed from the list.
- License code is now stored in a file in the same folder as the application settings. This avoids some issues where admin rights were required for activating a license.
- Application settings are stored in "Chess Position Trainer" and no longer in "Chess Position Trainer 4". You might want to manually move your settings after the installation of 5.04.
- Performance improvements for repertoires with complex topics (>500 tabiyas).

Release Notes 5.0

New Features

- New repertoire element 'Topic' to manage not linked positions (e.g. key positions of an opening, tactic or endgame positions):

- o (PRO) create tabiyas for a topic. A topic can have several tabiyas (e.g. one topic for end game R vs. Q, one for Pawn Endings etc.). A tabiya can be any position and sequence of candidate moves.
  - o New training functions for topics (similar to openings you can also use the scheduler for timely recalls).
  - o (PRO) Support for PGN import of tabiyas.
  - o (PRO) New statistics for topics.
  - o Topics can also be used to manage model games and train them.
  - o Topics have training scores similar to openings.
  - o CPT free version users can train, but not create topics. This way chess coaches can create training units with a pro license, but their pupils are not forced to purchase a pro license too.
- Training:
  - o New selection options (in the past called 'Position Type'):
    - ▪ Only New (already existed)
    - ▪ Only Scheduled (changed: you can now choose the opening/topic to recall)
    - ▪ Only Learned (substitutes 'oldest first' and selects only positions, which you have already learned)
    - ▪ Systematic (new). Goes systematically through your opening and all branches. It does it in a smart way as it continues with the sub-branches without you having to play the previous moves again. A perfect option if you just want to recap an opening or variation regardless if positions have been already learned or are scheduled for recall)
    - ▪ Random (new, goes randomly through your opening)
    - ▪ Photo Reading (already existed)
  - o Complete line mode can be now combined with ALL selection options including 'only scheduled'. Filter mode can be only combined with 'only new' and 'only scheduled'.
  - o (PRO) One-Click Navigation for training (great suggestion by the CPT user Olivier). Just click on the target square.
  - o New function to reset all trainings scores of the complete repertoire, all positions of current opening or all positions from current position on.
- (PRO) UCI Engine:
  - o New function to analyze a complete opening with a chess engine. Positions missing critical candidate moves can be automatically marked and updated with engine analysis. Several options provide control. No need to use EPD export/import anymore. It can be all done within CPT and much more.
  - o Computer evaluation of the engine can be copied to the current position
- (PRO) New function to re-order 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.
- Position comments support rich formatting (colors, bold, size, font etc.) and complex layouts including bullets, tables and images. This enables chess coaches to create better training material. It also let you create comments in other languages, which need a different font (e.g. Cyrillic).
- ECO-Codes added and shown below the chessboard (optional).

- New search criteria to jump to positions, which have more than one candidate move for the player side. This way it is possible to quickly check if the correct candidate move is always ranked first (for instance after importing a PGN file).
- Navigating through a certain type of positions shows the total number in the status bar and the current position number in the list (e.g. positions marked as „Novelty": 2/56).
- Current chessboard image can copied to the clipboard to be used in another program or to add it to a position comment.
- License management: an already entered license can be copied to the clipboard and deactivated.

Improvements/changes

- Training:
  - The most recent trained opening will be automatically shown as the last opening in the repertoire module. This makes it much easier to switch between both modules.
  - Recall intervals can be manually defined in the settings.
  - After the end of variation a comment can be optionally shown (if it exists). This will also pause the training and give the user a chance to review the just played line.
  - Layout of the selection box for the opening/topic will be synchronized with the repertoire explorer of the repertoire module (nodes are expanded and closed accordingly).
    Improved performance for calculating positions for training.
  - Max. length of line from 3-40 to 3-99 increased
  - Ignore side lines after X moves from 0-30 to 0-99 increased
  - Max. depth of side lines from 0-20 to 0-99 increased
- Statistics:
  - New zoom function to view complex repertoires
  - New option for labels to show them in a column. This is useful for complex repertoires.
  - Openings are shown in the same order as in the repertoire module
- Import
  - A new wizard leads through the import process
  - If you import a PGN file, which contains more than 10.000 unique positions the program will show a warning and provide an option to cancel the import.
  - Import PGN file: you can now select a folder as target. In this case the program will automatically create a new opening/topic and import the PGN file into it.
  - If the position to import already exists, but not the comment, the comment will be now added to the position. Please note that comments are not appended to an existing position comment. The only case where comments are appended is when no position comment already exists and the import has different comments for the same position. In this case it is possible to concatenate the comments.
  - Performance improved.
- Export PGN: Output layout was not easy to read and a 80 character line limit was in place.
- Run games against Repertoire:
  - If settings are already defined the dialog box will be suppressed.
  - New command to change settings without having to re-open the window.
  - Games are ordered by descendent. Last game will be shown first.
  - Clicking the game row will show it (prior you had to click the right column of the row).
- Engine Window: automatically start analysis, if the engine window (or repertoire module) was closed while analysis was running.
- Variation don't show a training score anymore (it was always 0%)

- Switched to one-click navigation for repertoire explorer, candidate move list, move list, previous move list and position explorer. Prior double-clicking was required.
- New Skins
- Improved memory management: if many openings are shown in the opening module the program will only maintain one chessboard and switch it on the fly while changing the current tab / opening. Prior each tab had its own chessboard. Now the required memory is about constant regardless of how many openings are loaded.
- Font can be freely selected from any installed one. The selected font will be applied to basically all used fonts of the program. Font size can also be changed (this makes it easier for people having problems with small fonts).
- Position Explorer and Previous Candidate Move window are by default not shown.
- Improved management and guidelines of docking panels.
- New splash and waiting screen for long taking operations (e.g. loading a complex statistic)
- Before database upgrade user will be asked to do a backup (manually or automatically). Option to abort upgrade.
- Program options are no longer stored in isolate storage, but in the application folder („my documents/chess position trainer 5"). This makes it easier to copy them (e.g. to another computer).
- Ribbon control updated
- Used Figurine font was ugly and bigger than other fonts. Regular font is used now.
- CPT targets the .Net Framework 4.0 or higher now. Besides general compatibility improvements it will run-out-of-the-box under Windows 7 and Windows 8. Prior CPT version required the old Framework version 3.5 (4.x was not sufficient).

Bug Fixes

- Position evaluations not correctly visually shown (e.g. engine analysis, ribbon position page, candidate move list).
- Add Moves copied the candidate moves in the wrong order.
- Jumping to marked positions would not jump to all positions of the selected type (e.g. you marked a position during a training session and the program would not find it).
- UCI engine: analysis result for mate not correctly shown.
- Deleting candidate move would delete the start position, if the variation is leading back to the start position and only one more candidate move exists for the start position. In practice this scenario should normally not exist.
- Import: Some eBooks use a null move just before a variation. They could not be imported.
- Import: Importing PGN file sometimes did not add a comment to the correct position.
- Import: Importing a CPT 4 opening would not import comments.
- Import: After PGN import a refresh was missing (e.g. candidate move list was not refreshed).
- Import: Error message after importing a CPT 4 database.
- Run games against Repertoire: Unsound novelties fixed. That means the program showed a novelty position, which in fact had no novelty move.
- Run games against Repertoire: if no novelty exists the program would pick the last move instead of none.
- Run games against Repertoire: Crash sometimes on loading a game.
- Training: New positions and oldest first would sometimes show a white move for white and black in the move list. Sometimes the move list would begin with a black instead of a white move.
- Training: if the position type "new positions" and "start with first new position" were selected, the program would repeat the line beginning with the first position after a wrong move was played.

- Training: Position comment was sometimes not completely shown and no scrollbars were available.
- Training statistic info: „Left positions" could go minus if training was done around midnight.
- After using "Adding moves" a refresh was missing.
- Scheduler: number of positions to be trained / missed today was not always correct.
- Editing computer evaluation could result in an error message.
- Export PGN: Comments were always added one position too late.
- Opening Score was sometimes incorrectly 0% or 100% if new items were added or deleted.
- Opening Knowledge Statistic: wrong numbers fixed (white and black openings didn't match with "all").
- Opening complexity: selection of black/white had no filter effect
- Opening Knowledge: Tooltip showed the opening for three times instead of "new", "learned" and "missed"
- If no opening was shown the import command was deactivated although an opening to import into exists
- Restoring layout of panels is not working properly.
- Restoring layout of list views like the candidate move list would not recognize changed width of columns.
- Pinned panels are not restored properly.
- Collapsed ribbons are not restored properly.
- Misc. bugs