

## New Features of Chess Position Trainer 3.2

Since Version 3.1.1 there have been many new features added and the following list is just a selection:

- **Localized German version:** The whole program, manual and web-site have been translated.
- **Xboard engine support (e.g. Crafty, Spike):** You can now use an external engine to analyze a position opening a new dimension to CPT.
- **EPD import/export** with several options opening a new dimension for CPT. You can easily export leaf nodes (final positions of variations), analyze them with another program and then re-import just the computer evaluations. Then use backsolving / min-max-calculation based on computer evaluation!
- **PGN-Export:** Export a sub-repertoire as PGN file. Now your hard work is no longer bound to the fortune of CPT.
- **Training wizard:** The training wizard will help you to quickly find good training settings. CPT has by now more than 70 training options of which most can be freely combined leading to almost infinite options. In order to not overwhelm a new user the wizard was introduced, but it can be a funny challenge for the experienced user as well by using the difficult level.
- **Smart move input:** Another user-based new neat feature. Press the SHIFT-key while entering a move and CPT won't navigate to the new position, but just add it to the candidate move list. This will let you quickly add all candidate moves of a position without having to navigate back and forth all the time.
- **Novelty function extended:** New functionality for the novelty mode inspired by Jonathan. Now you can auto-mark all positions where you missed the candidate move as 'candidate move missed' (check the sub-menu 'extras → my games...'). Then you can easily jump to those positions (see menu items under 'position') and use these marked positions for the training center! Check the training center for this new option (selection tab). Further more each marked position will have the info about the game where it was played and the move which was played in the game instead of the candidate move.
- **Build-in backup functionality:** ZIP support let you zip your whole repertoire easily if you use the function under 'Repertoire'. You have to load the repertoire first.
- **Remove Markers:** You can remove any type of marking for a whole sub-repertoire (just check the sub-menu of 'sub-repertoire').
- **Novelty module:** Game list extended by ECO. A new column has been added.
- **New icon graphics** added at many places (e.g. menu).
- **Snapshot function:** Check the toolbar or sub-menu 'position'. Now you can easily take a snapshot of the current chess board (incl. arrows). It will be copied to the clipboard from where you can easily use it in any other program.
- **Blindfold mode for training:** You can now train without any pieces being displayed. Several parameters give you more control on what should be hidden. This is an excellent mode to train your visualization skills!
- **Computer evaluation** as well as **personal evaluation** is now possible. Check the position tab to edit the number (e.g. -1.02). You can use the computer evaluation for backsolving!
- **New interface to enter / edit positions:** Now you can drag and drop the pieces easily. If you drop a piece outside of the board it will be removed. Otherwise it should be self-explaining

- **Visual enhancements by using colored arrows:** Candidate moves are now indicated by arrows. There are many options to configure them the way you like. You can change the colors and the width of the arrows. You can let CPT show the top candidate move distinguish or moves with a positive evaluation different from ones with a negative one etc.
- **New position comment window:** The position comment has been dedicated a whole window which you can dock and float as you like.
- **Beta version check:** The version check will now look for official releases and beta versions.
- **Defining more than one candidate move for training:** Training mode can be configured to accept more than just the top candidate move. Check training options!
- **Toolbar in the main window:** Buttons can be added and removed as you like.