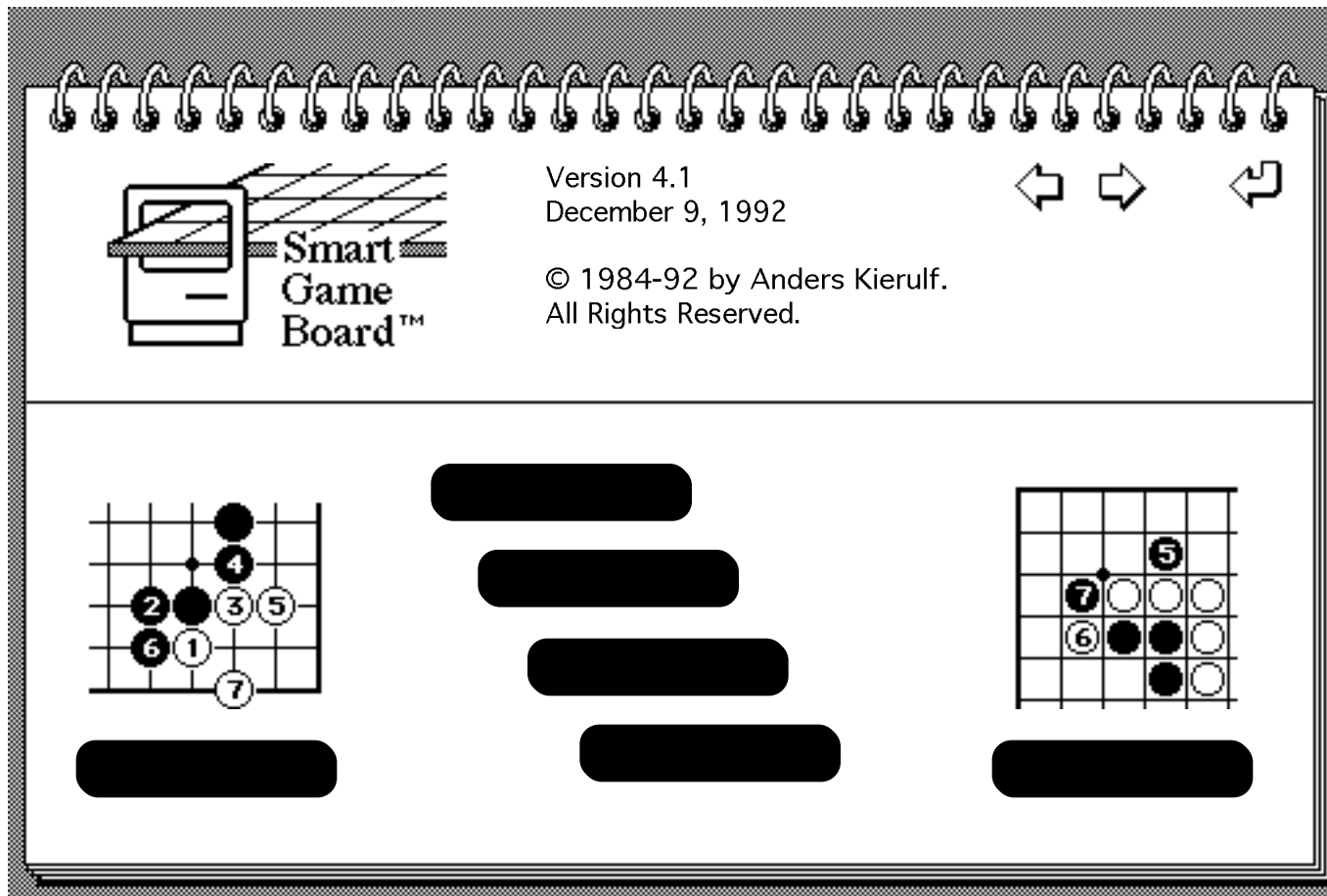
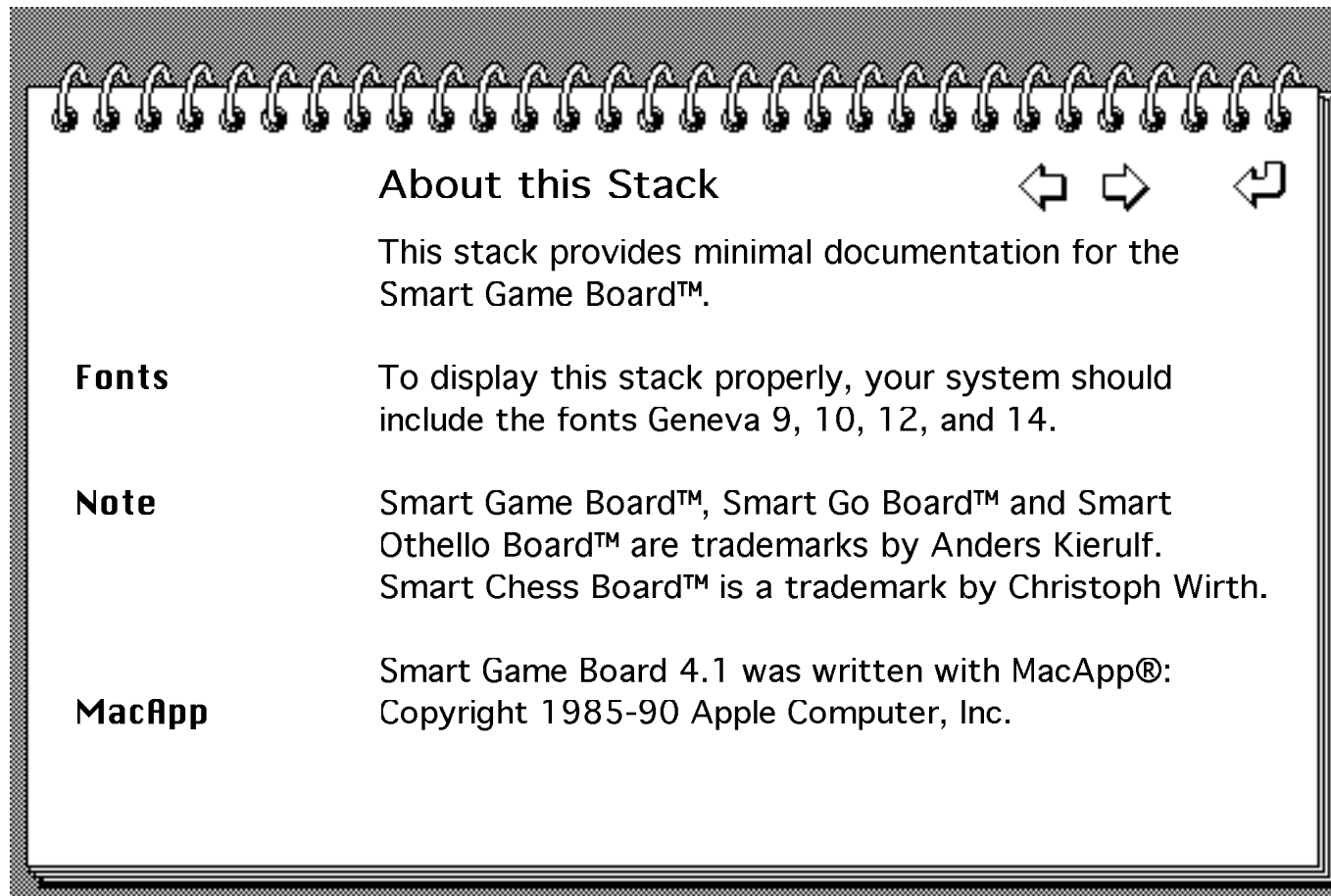
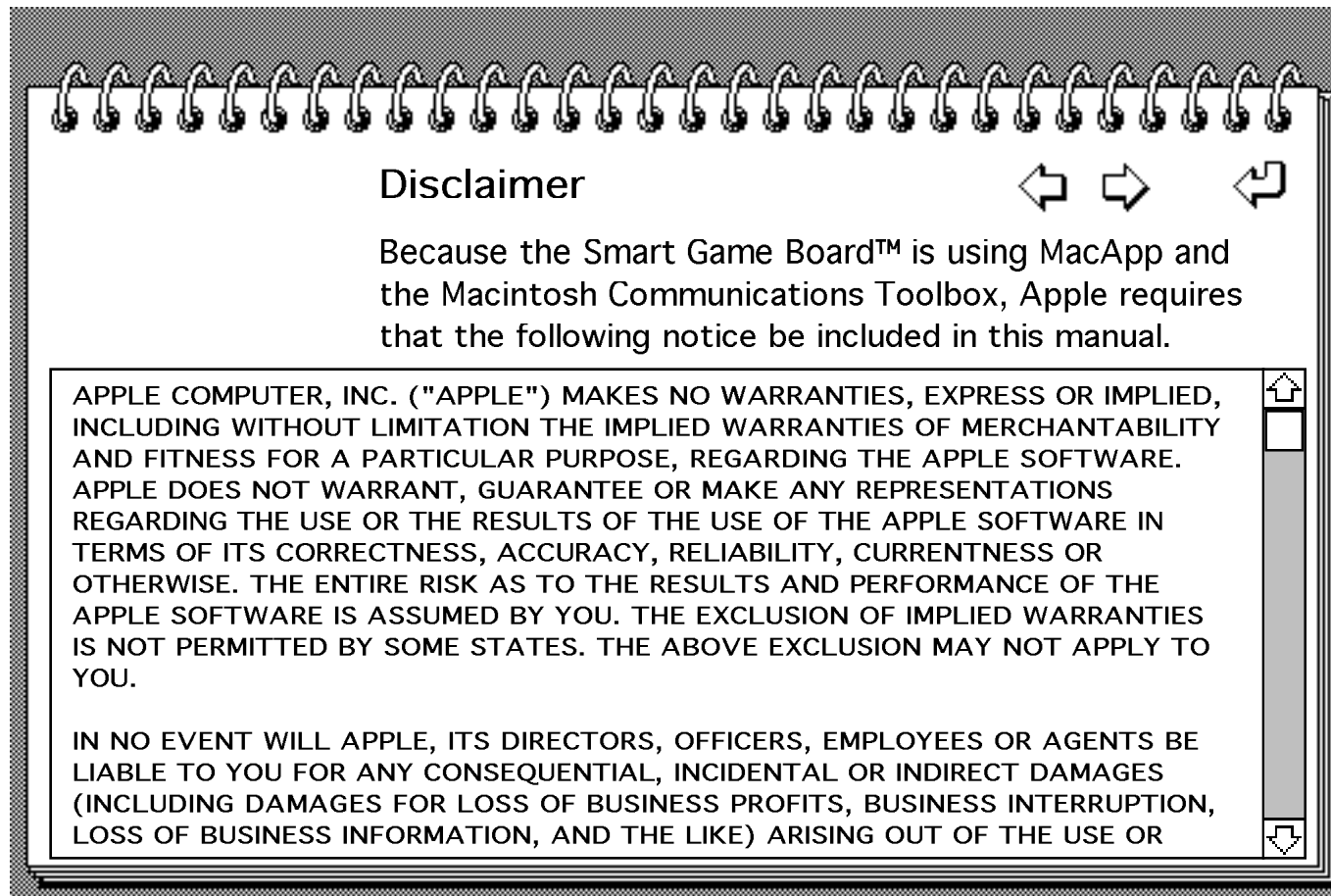
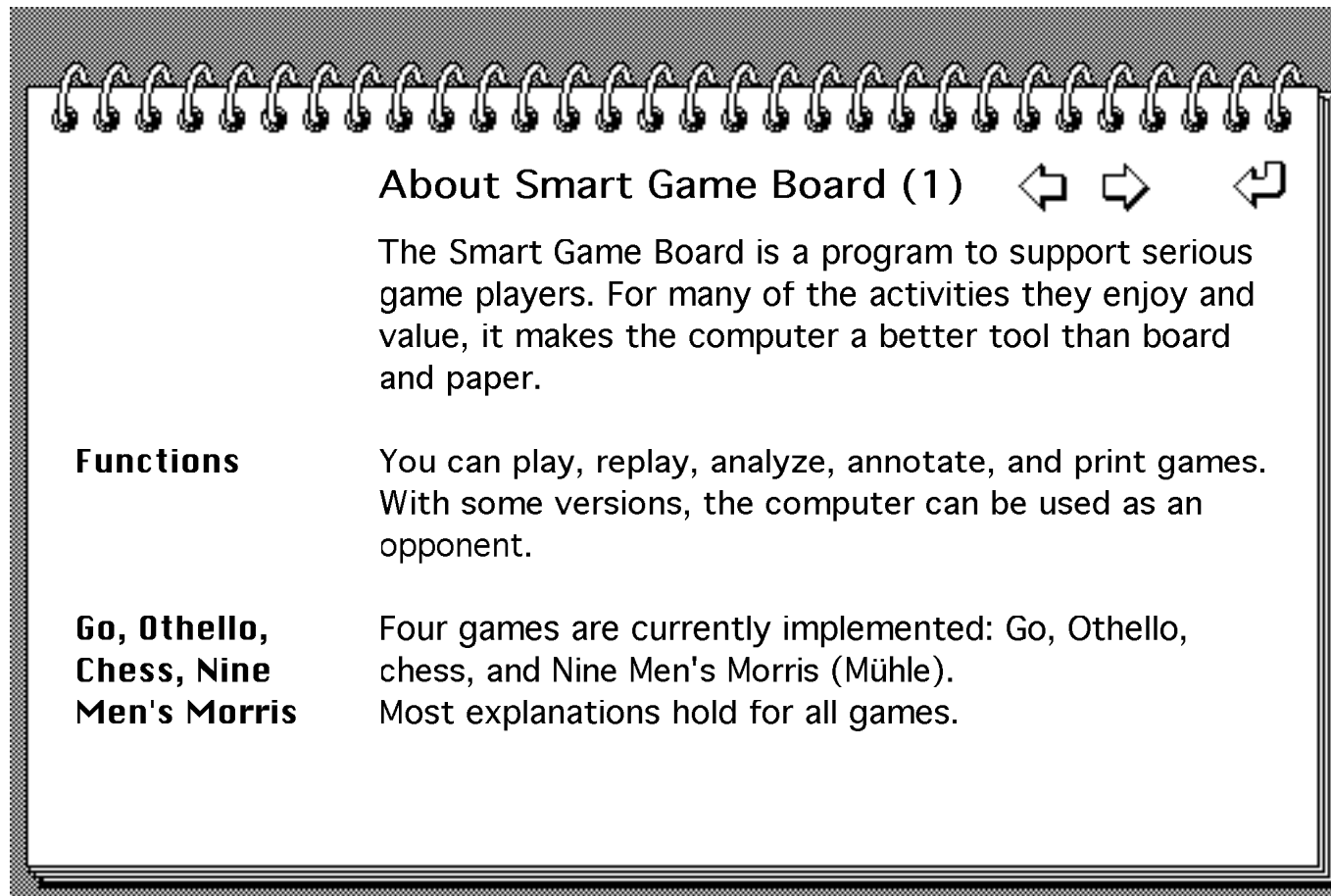


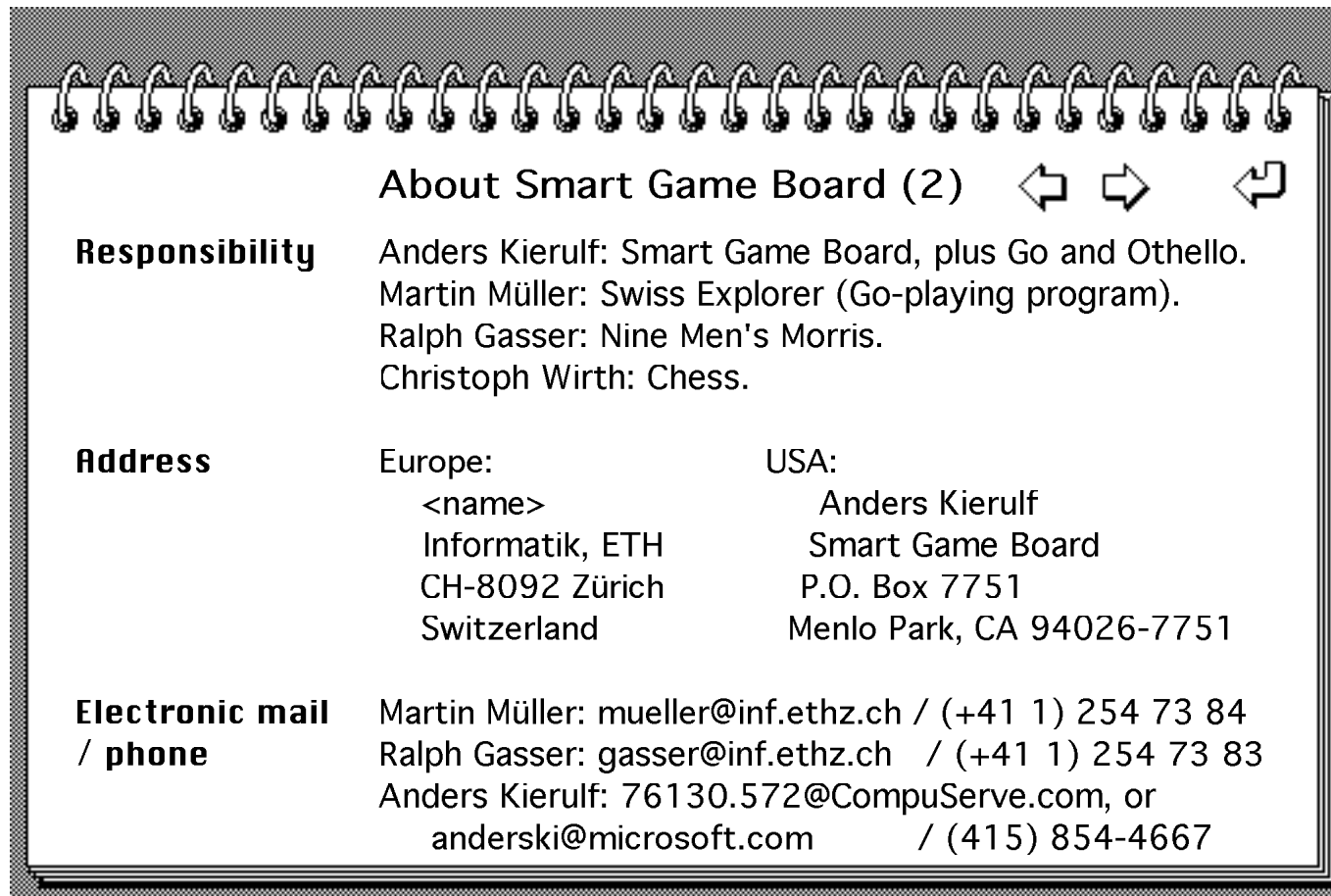
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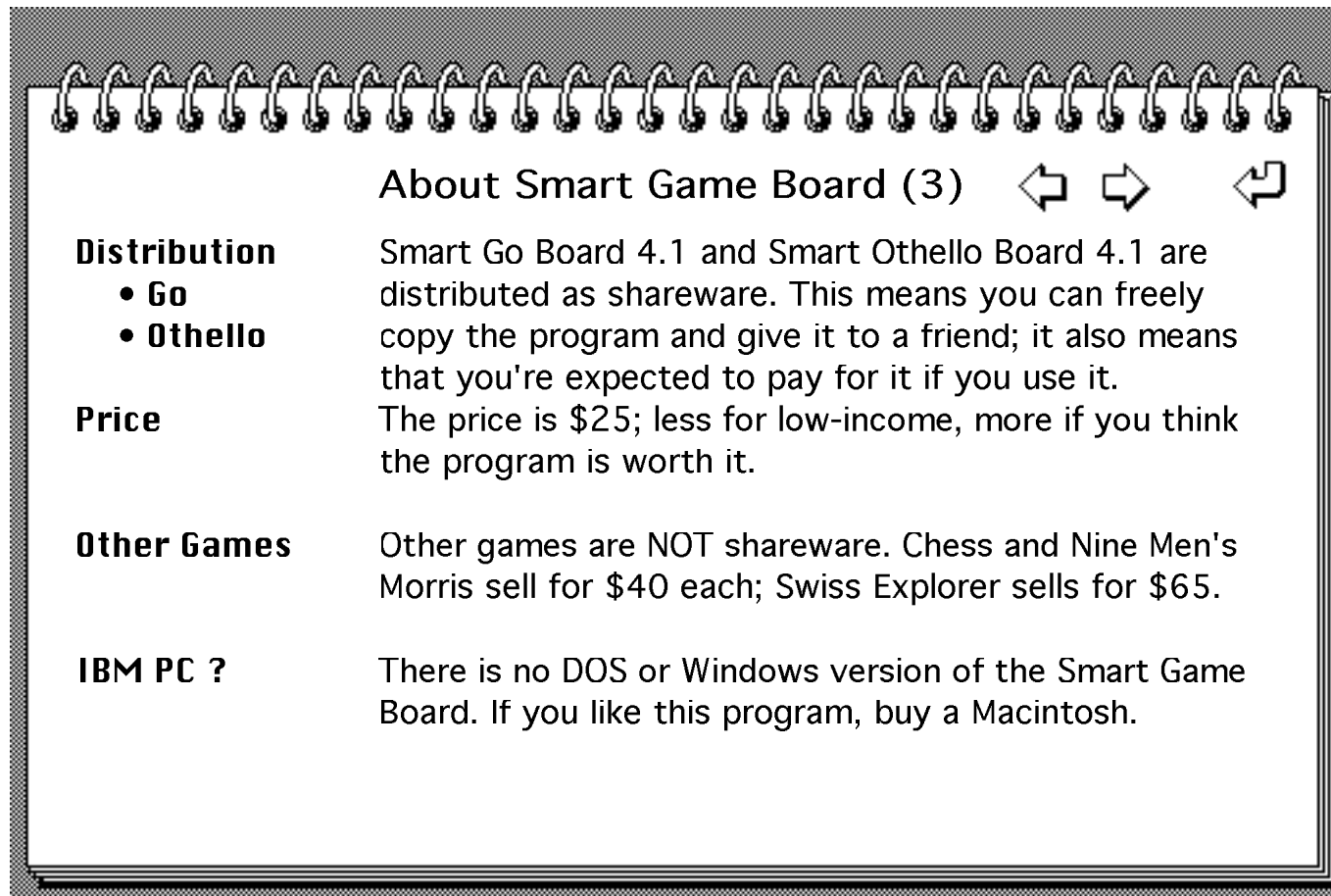


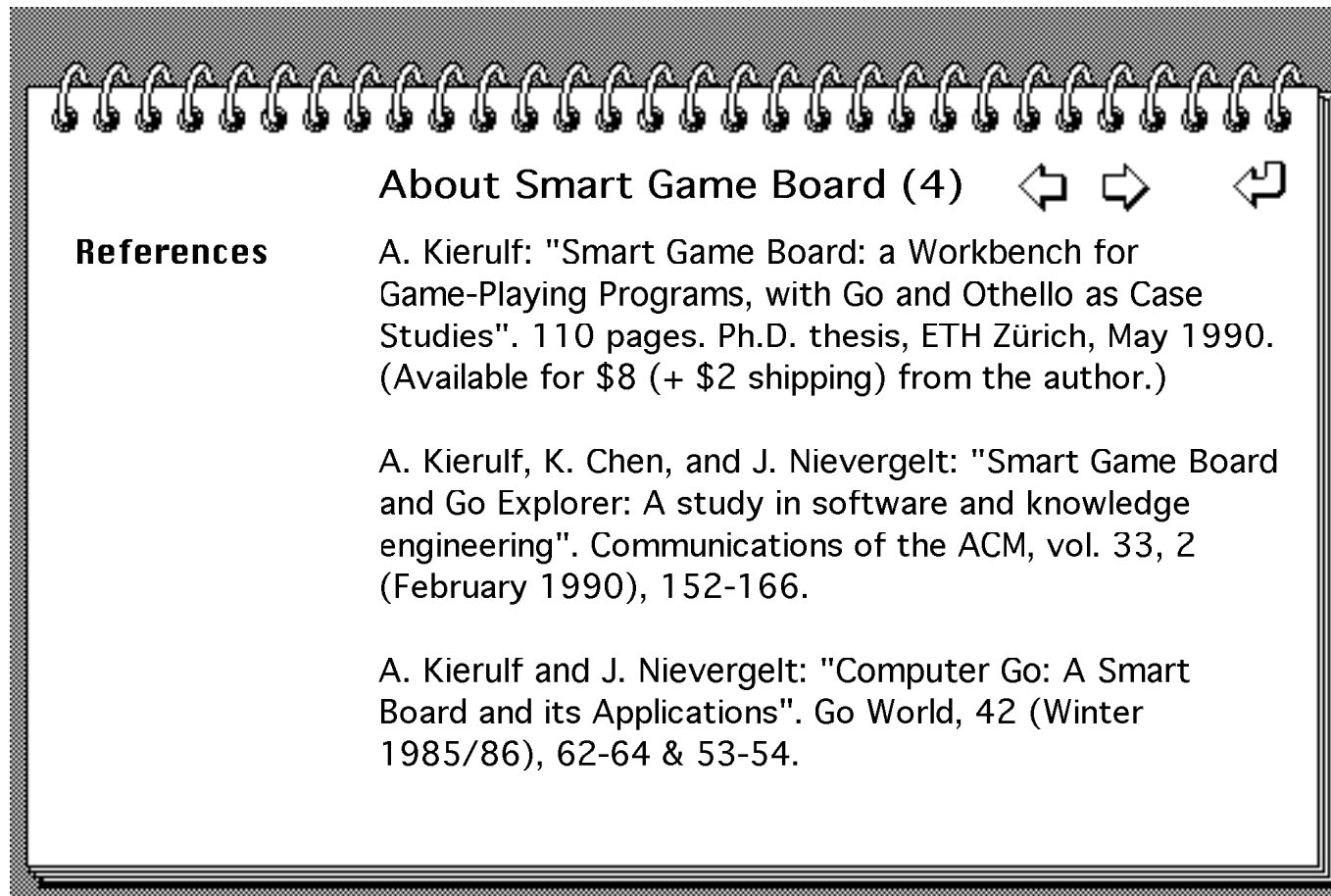


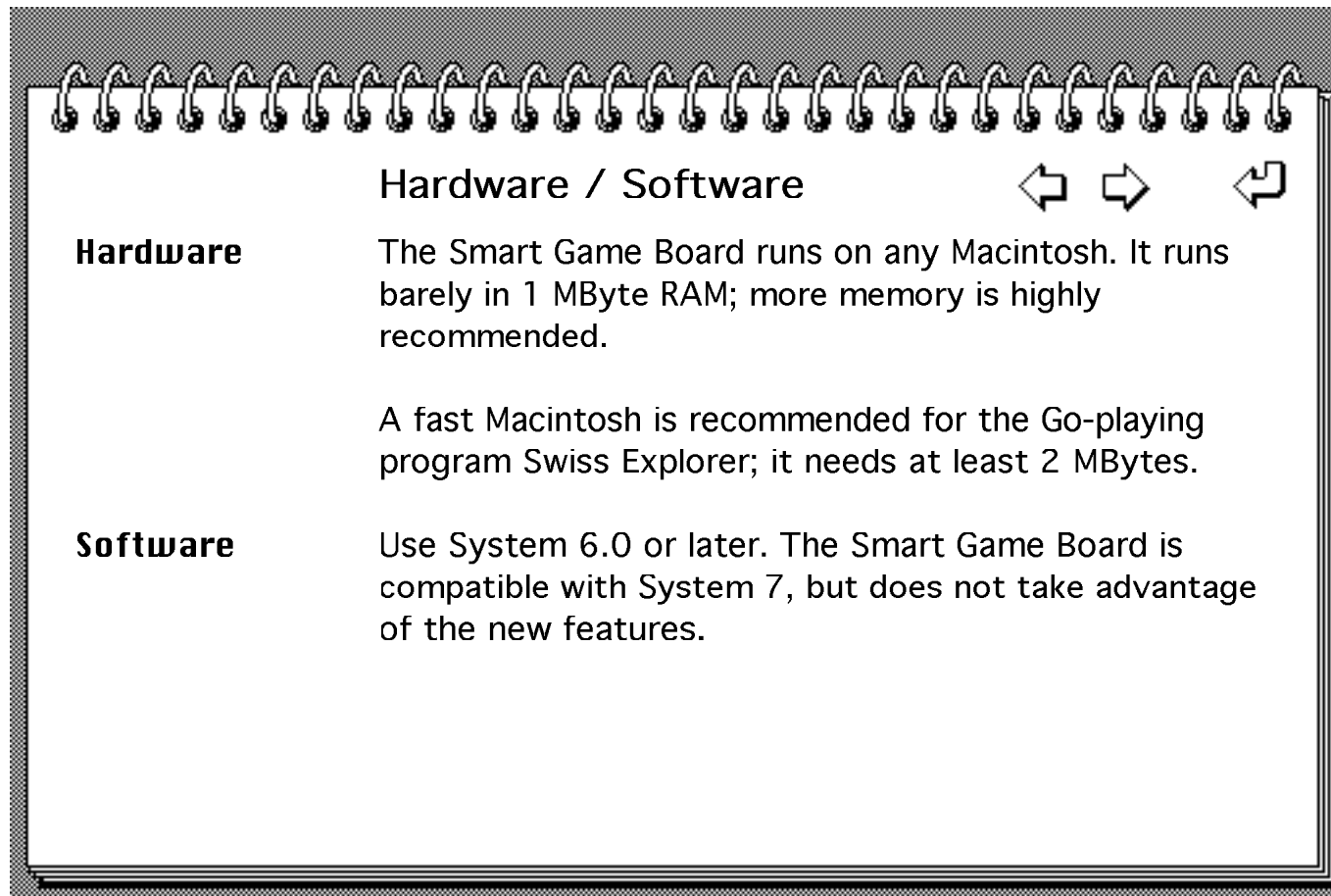




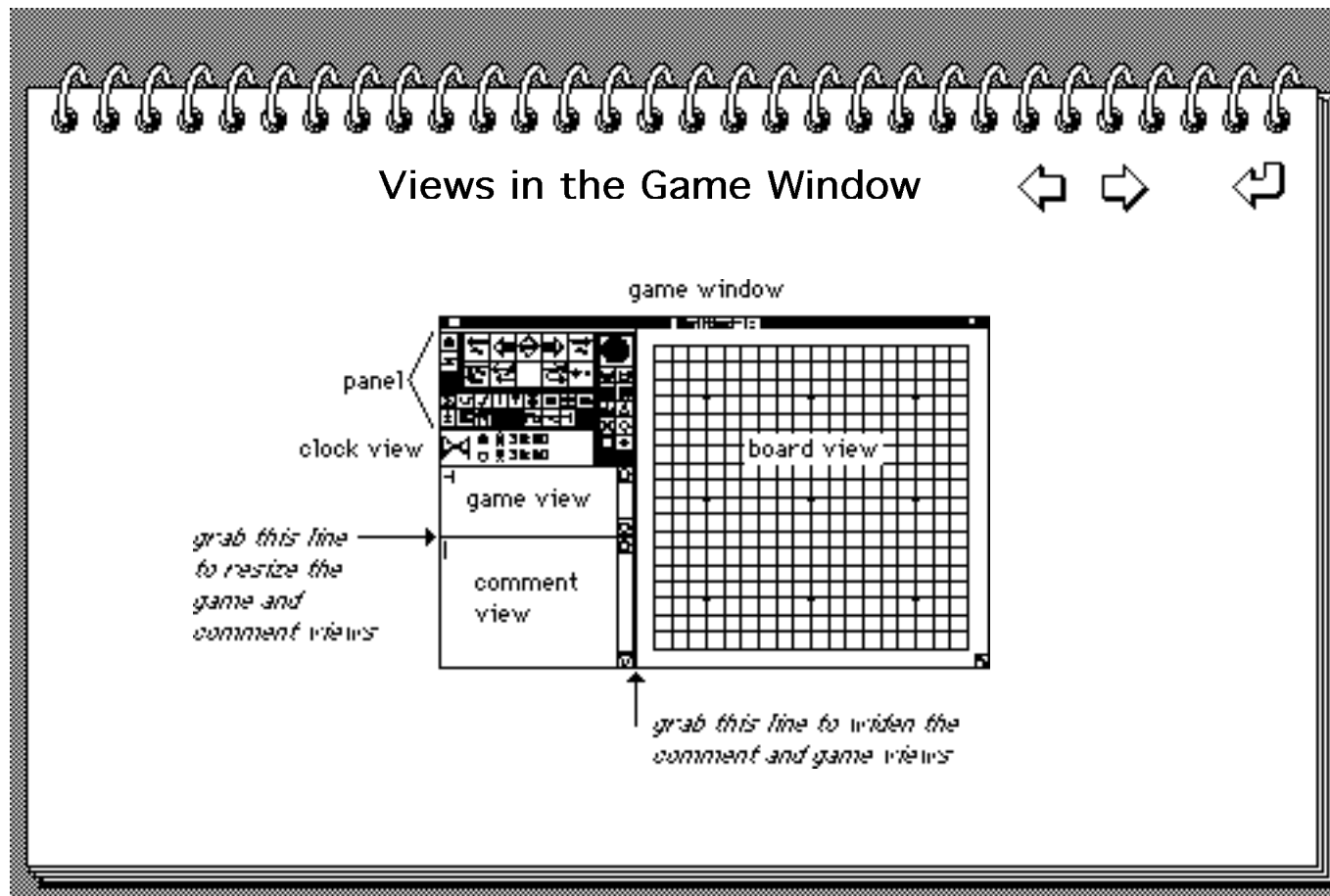


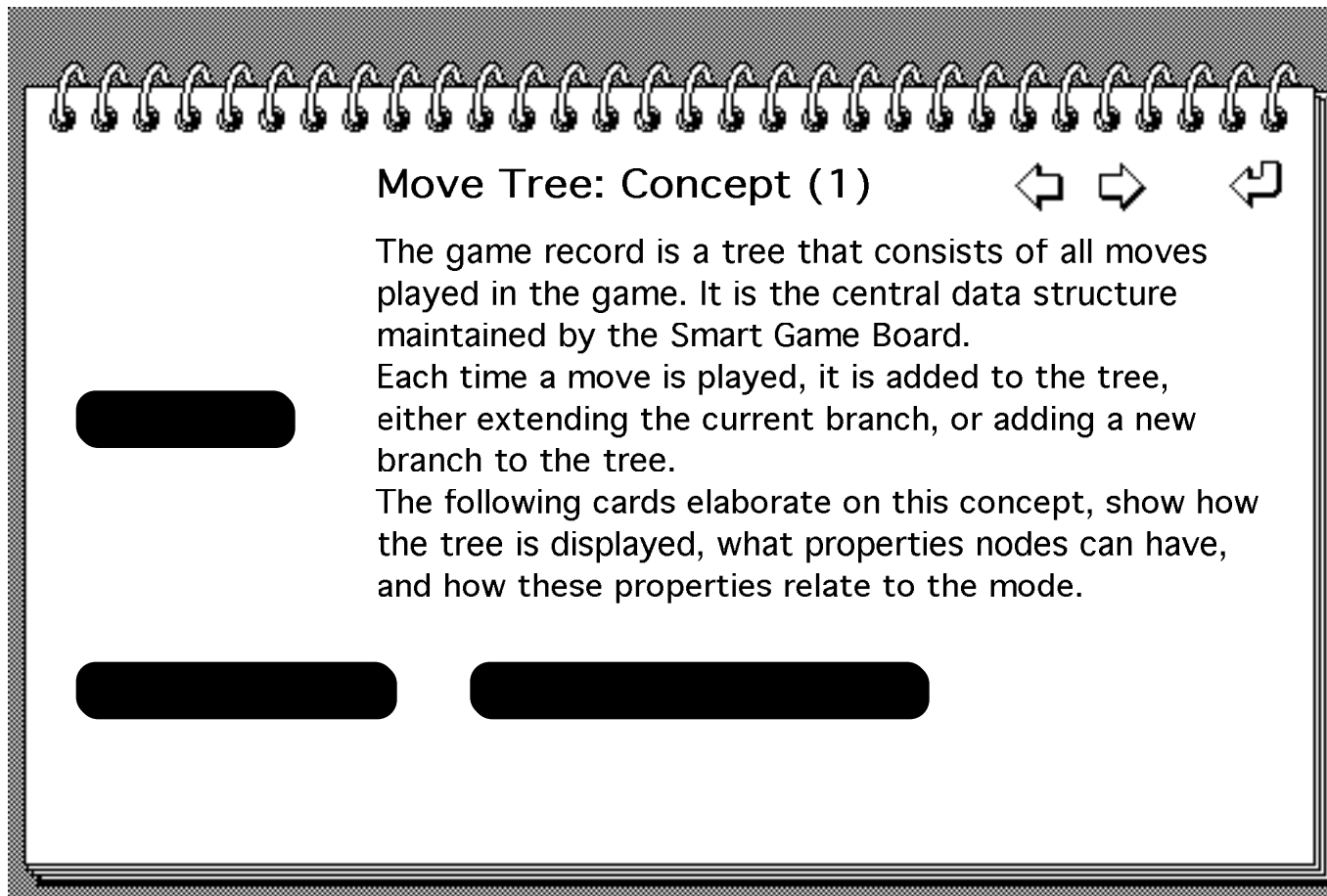


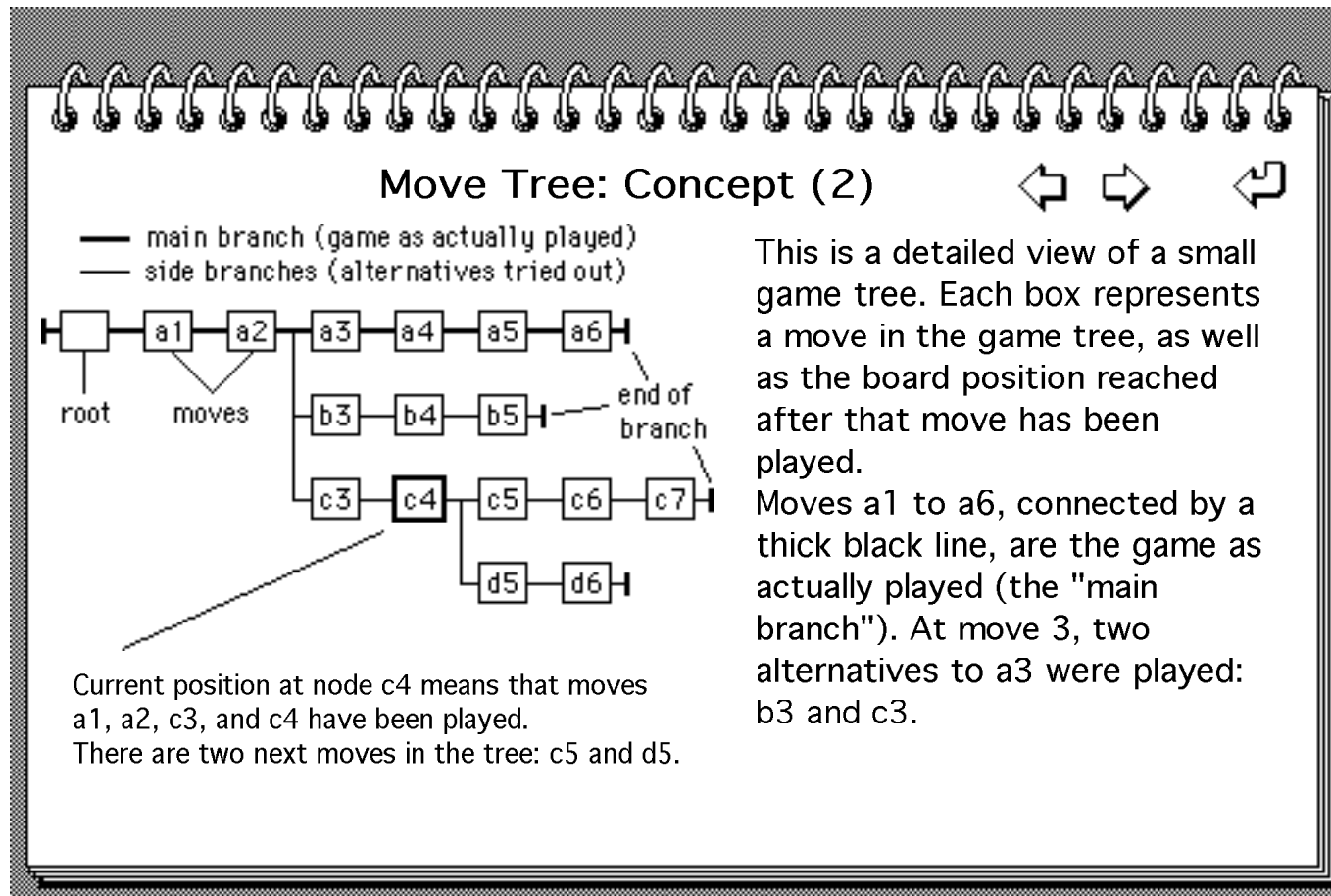


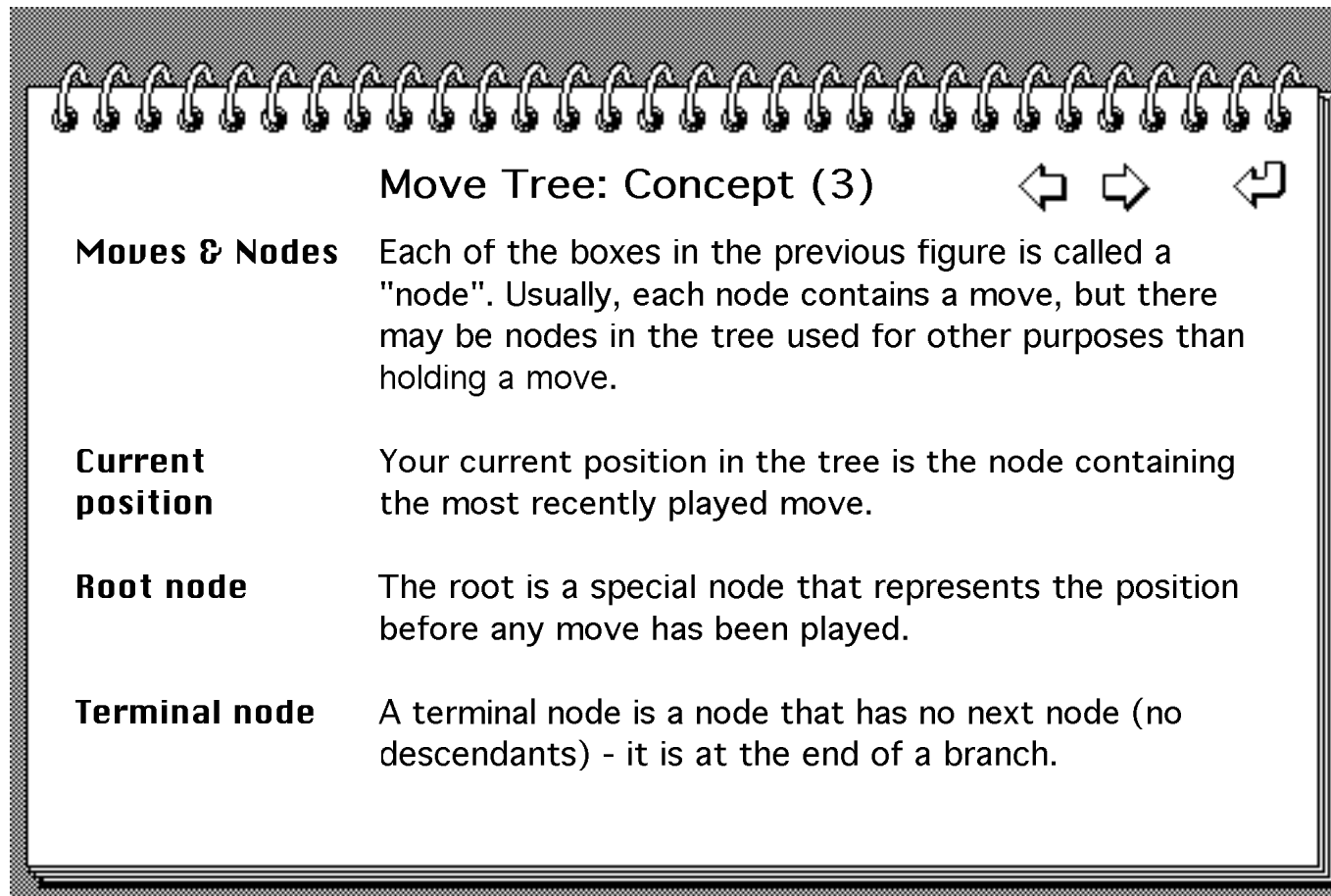


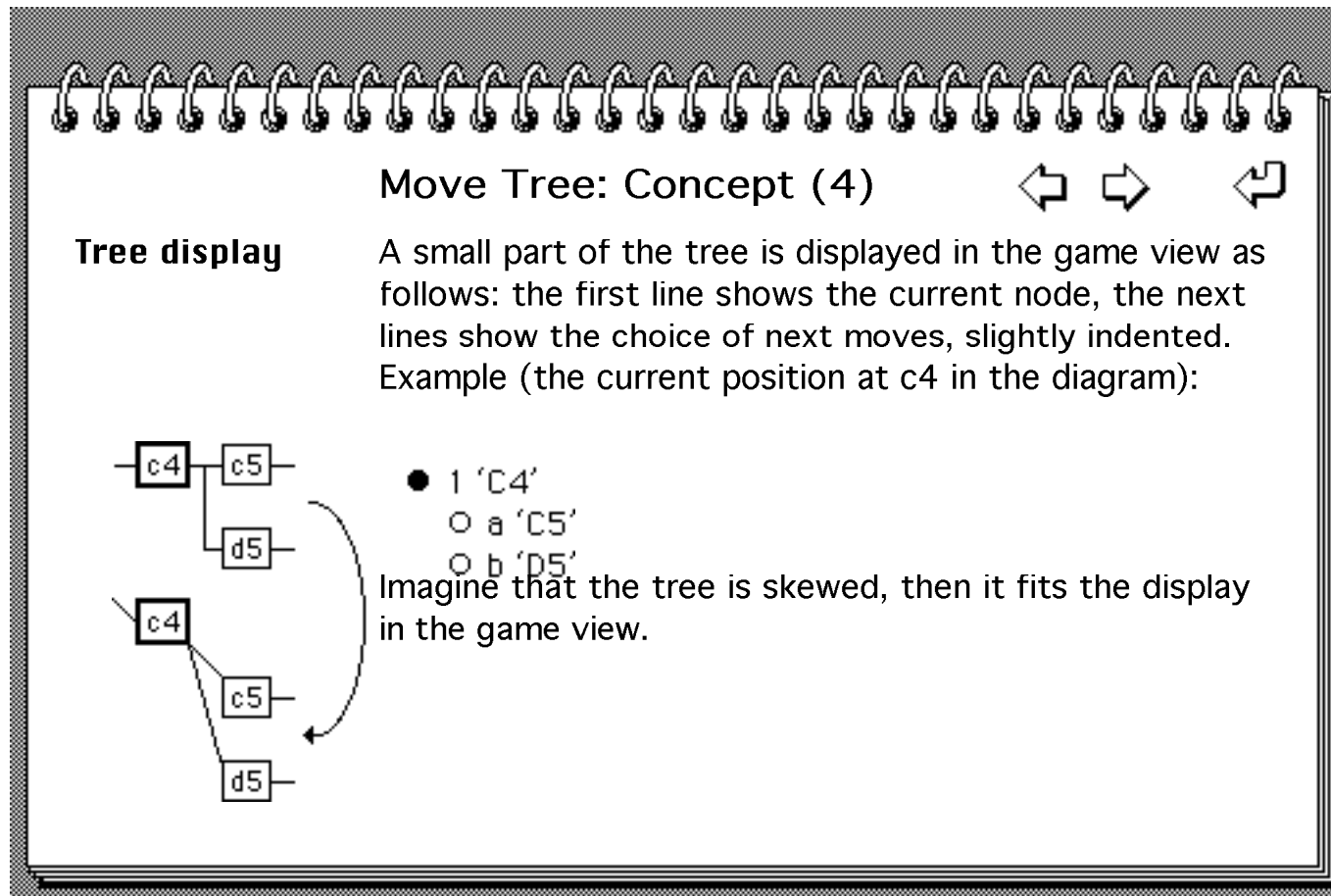
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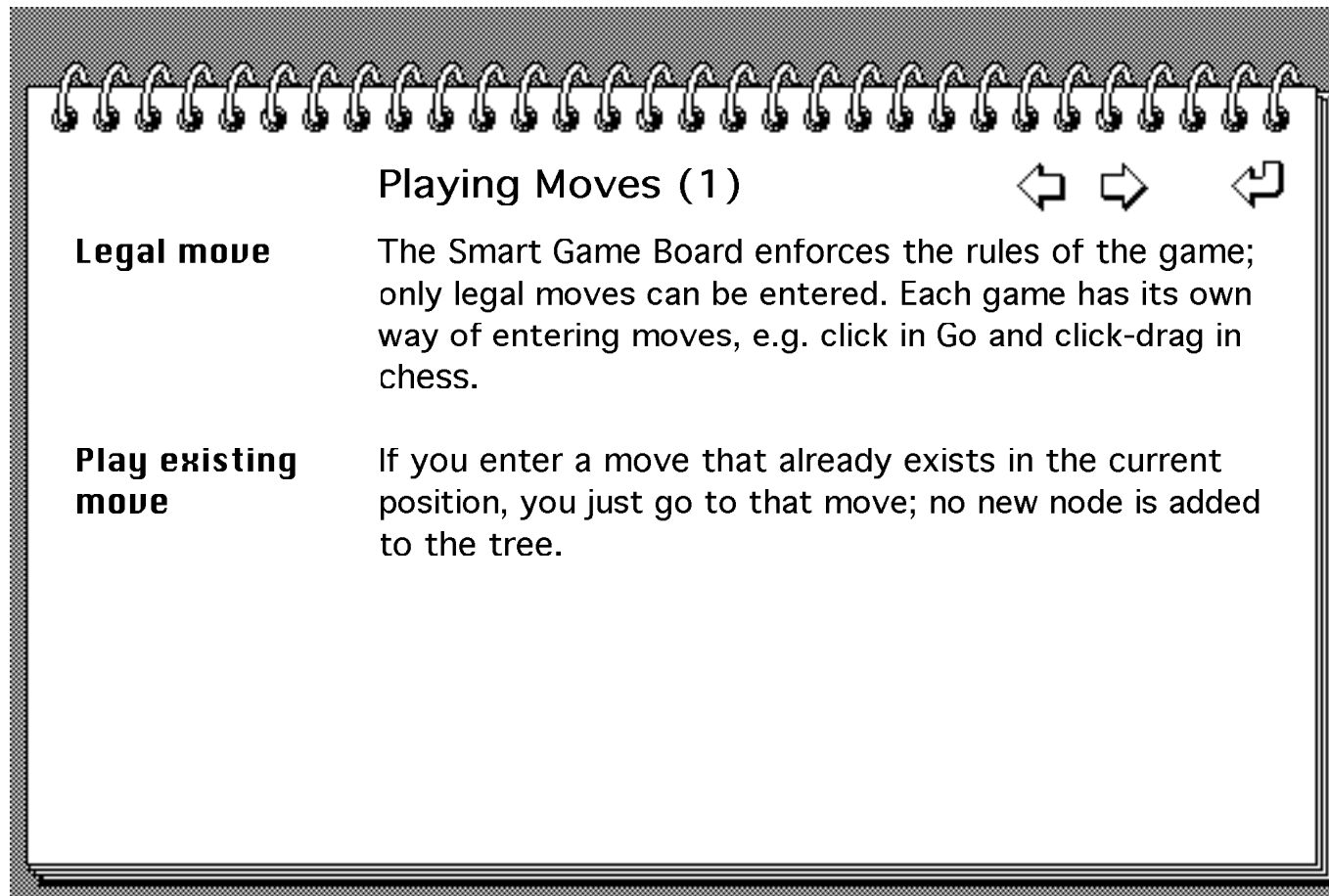


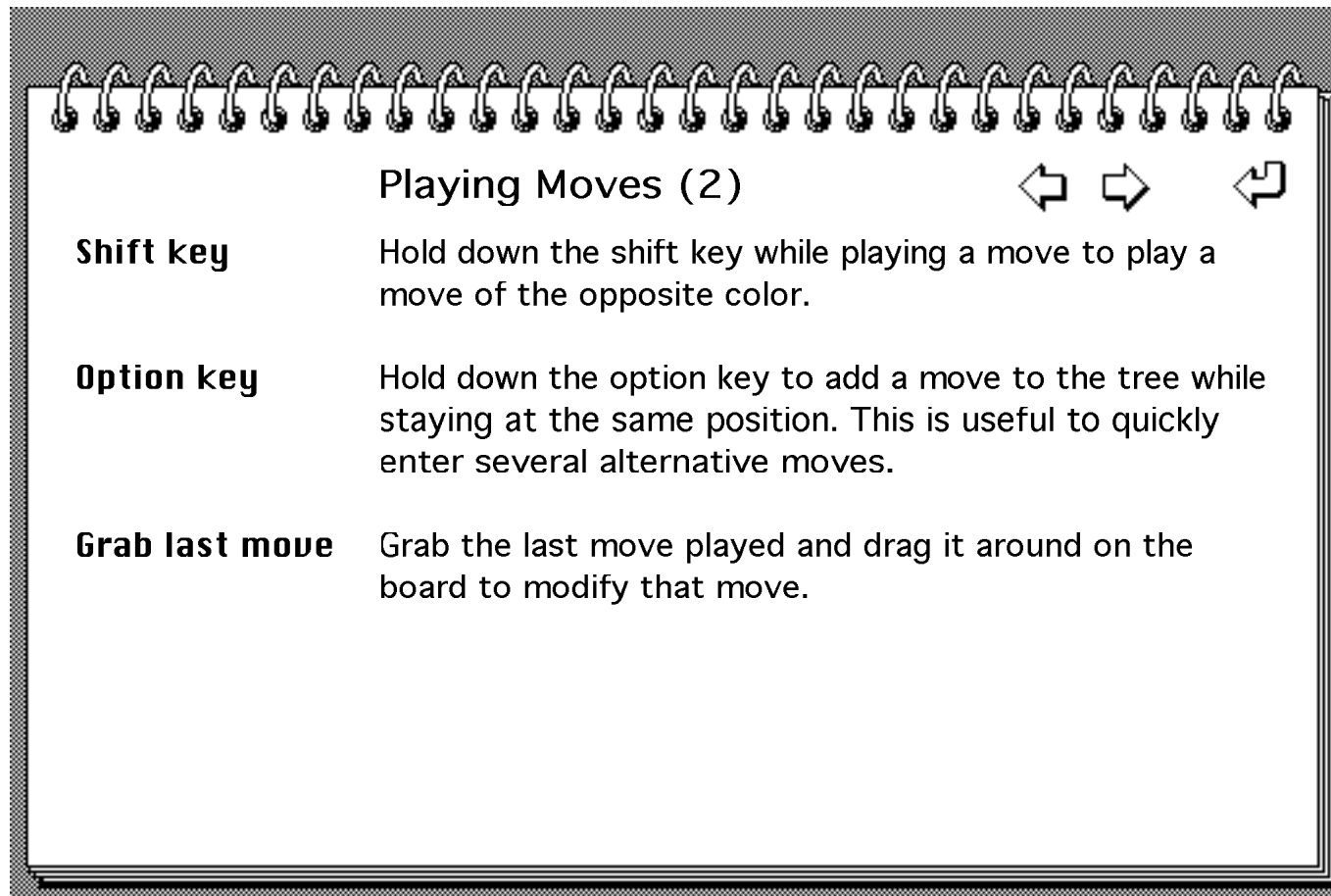




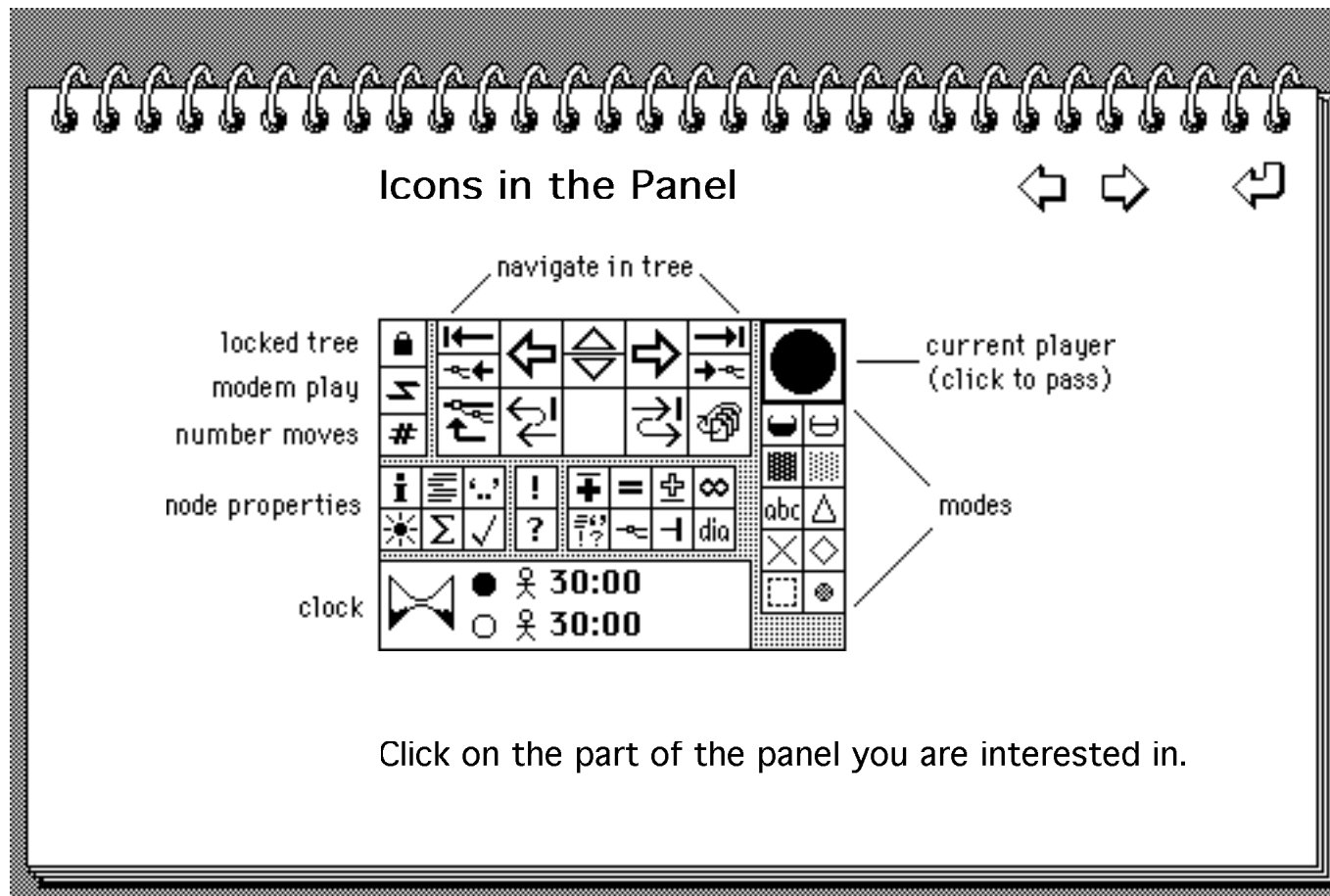


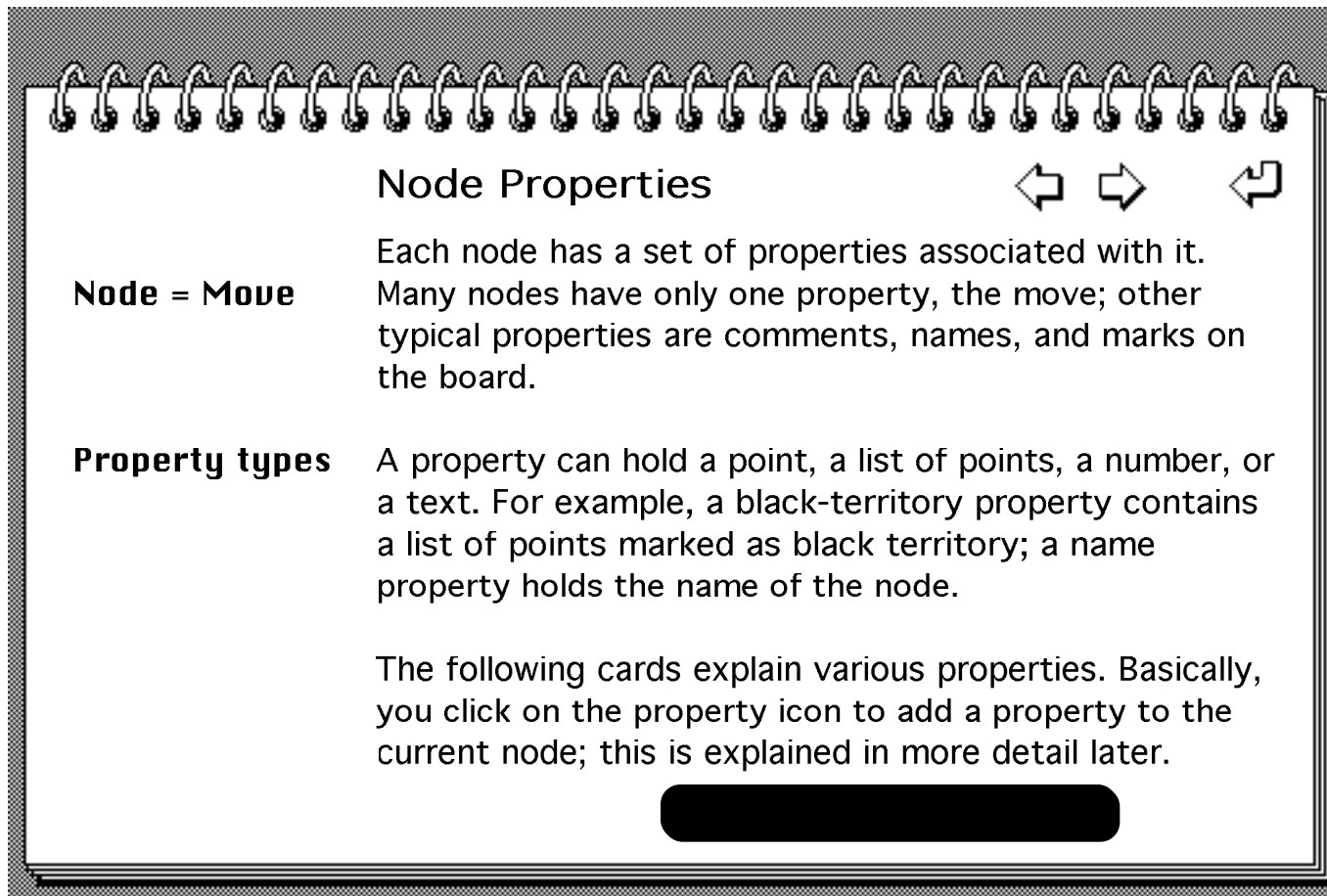


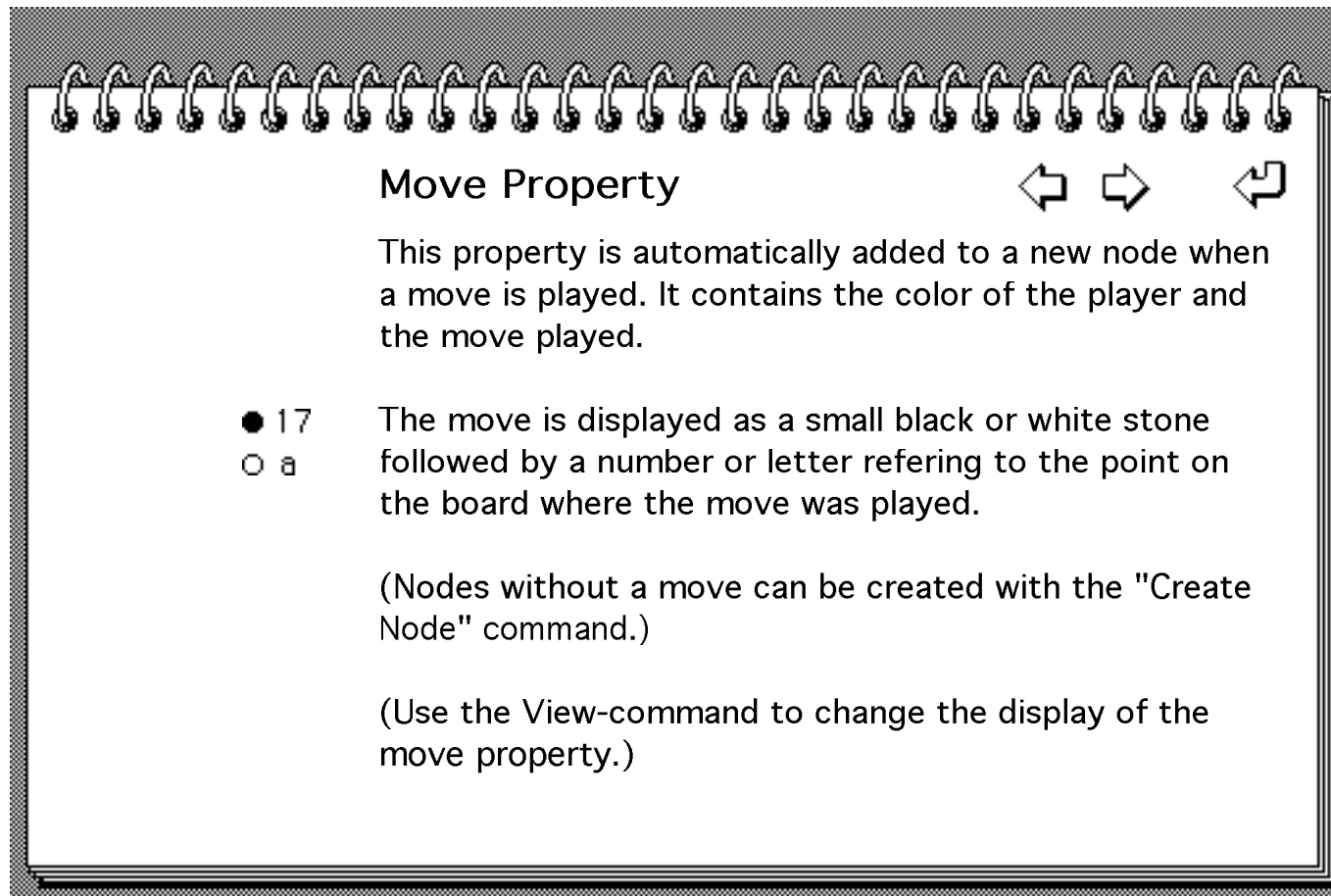


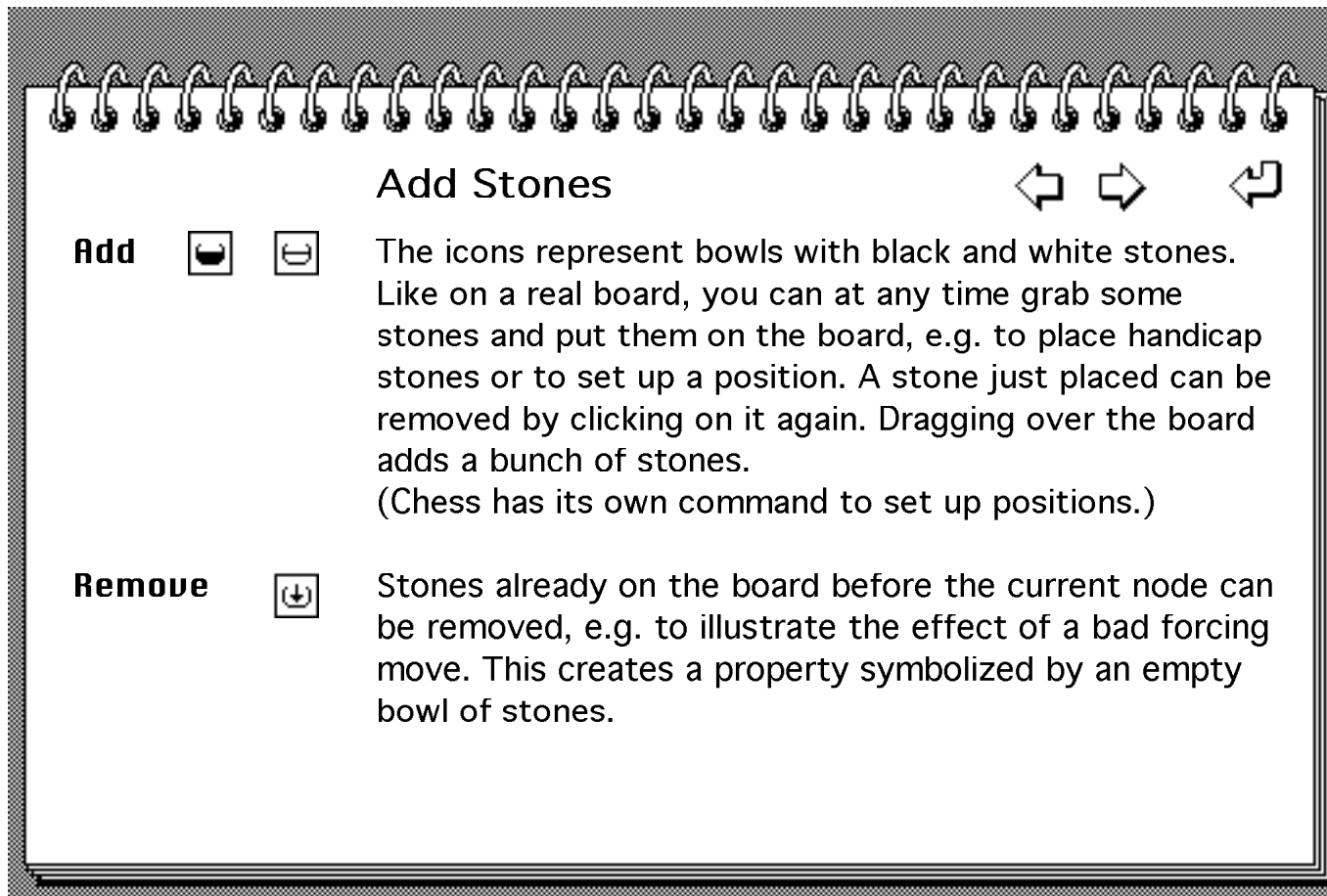


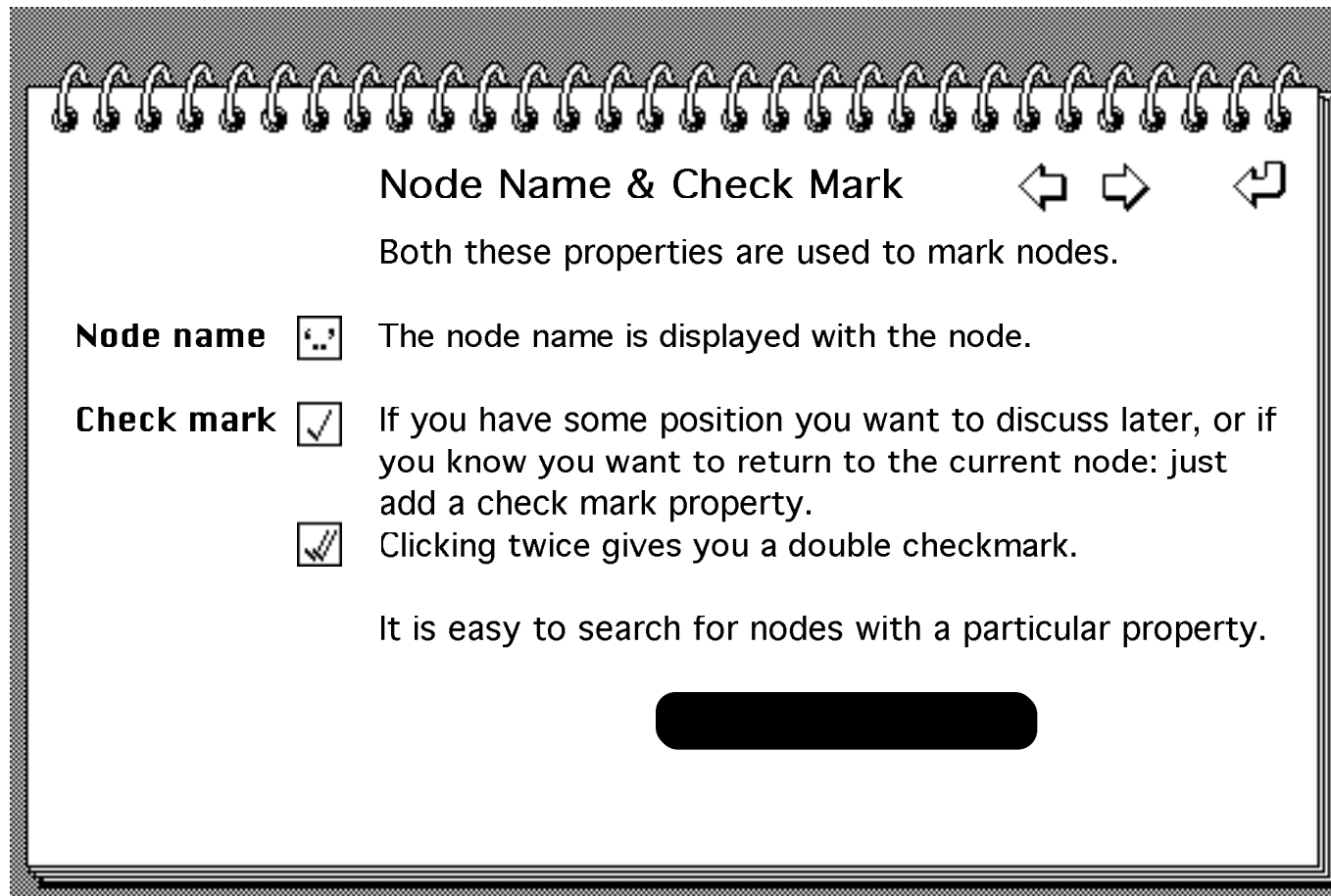
Smart Game Help

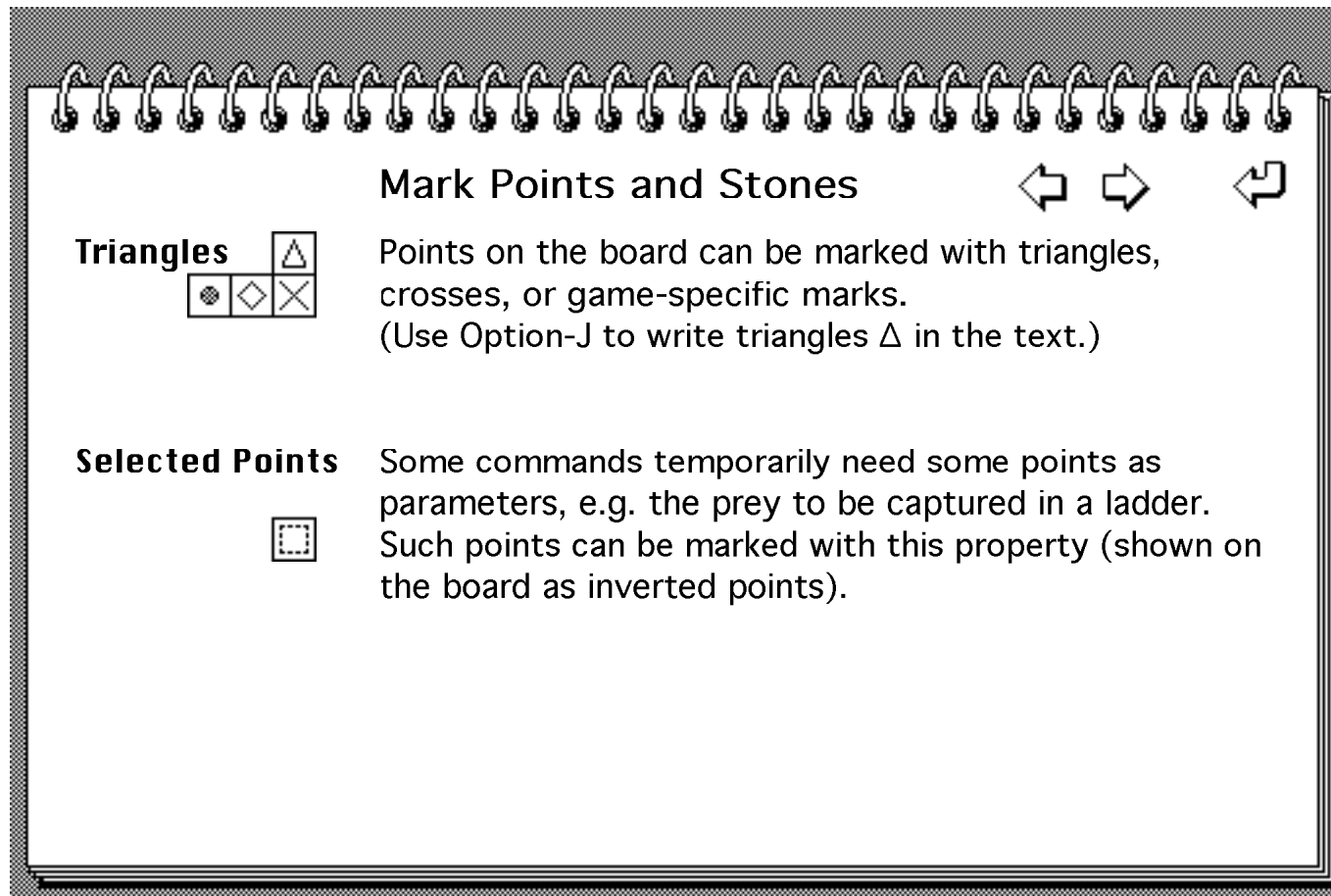


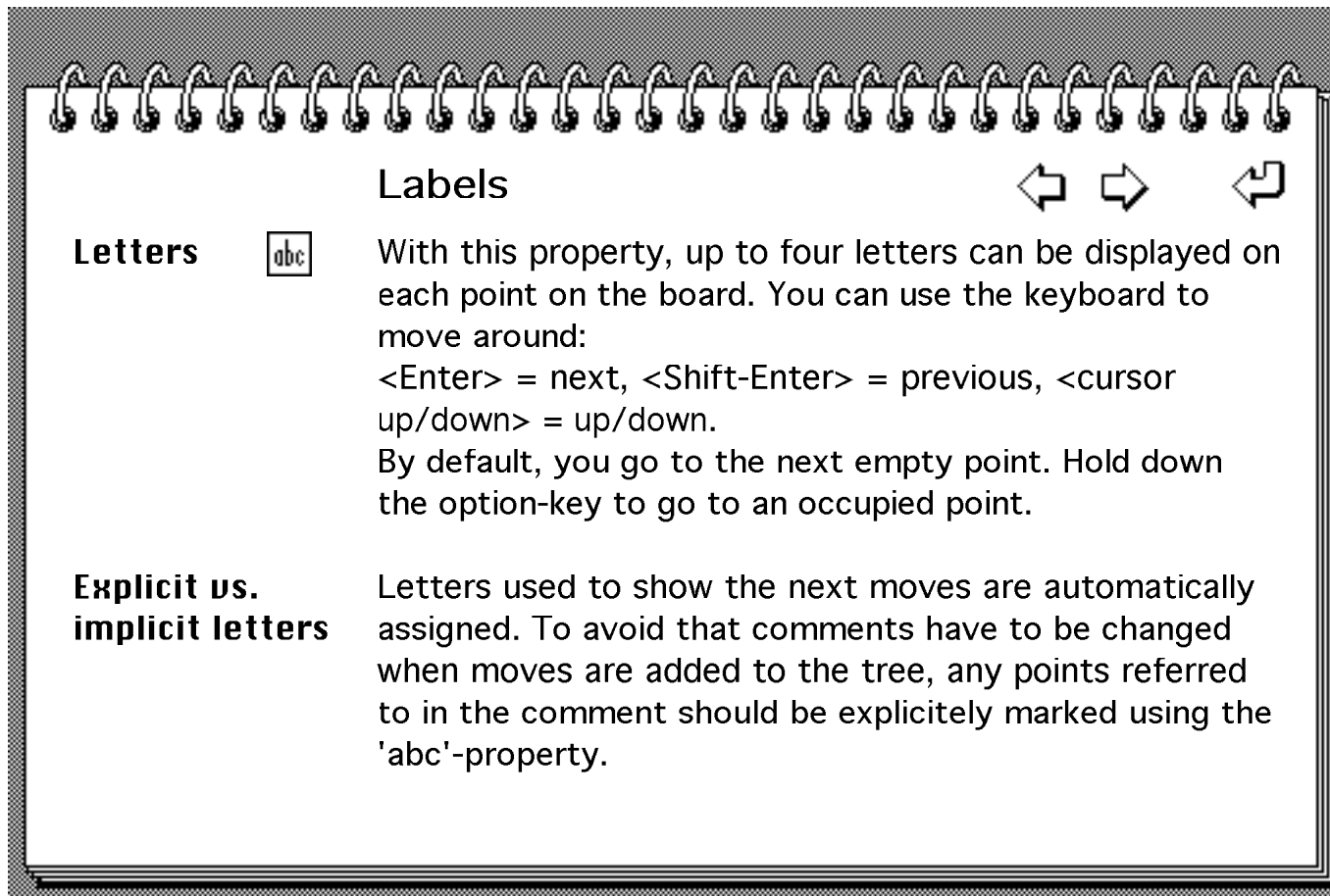


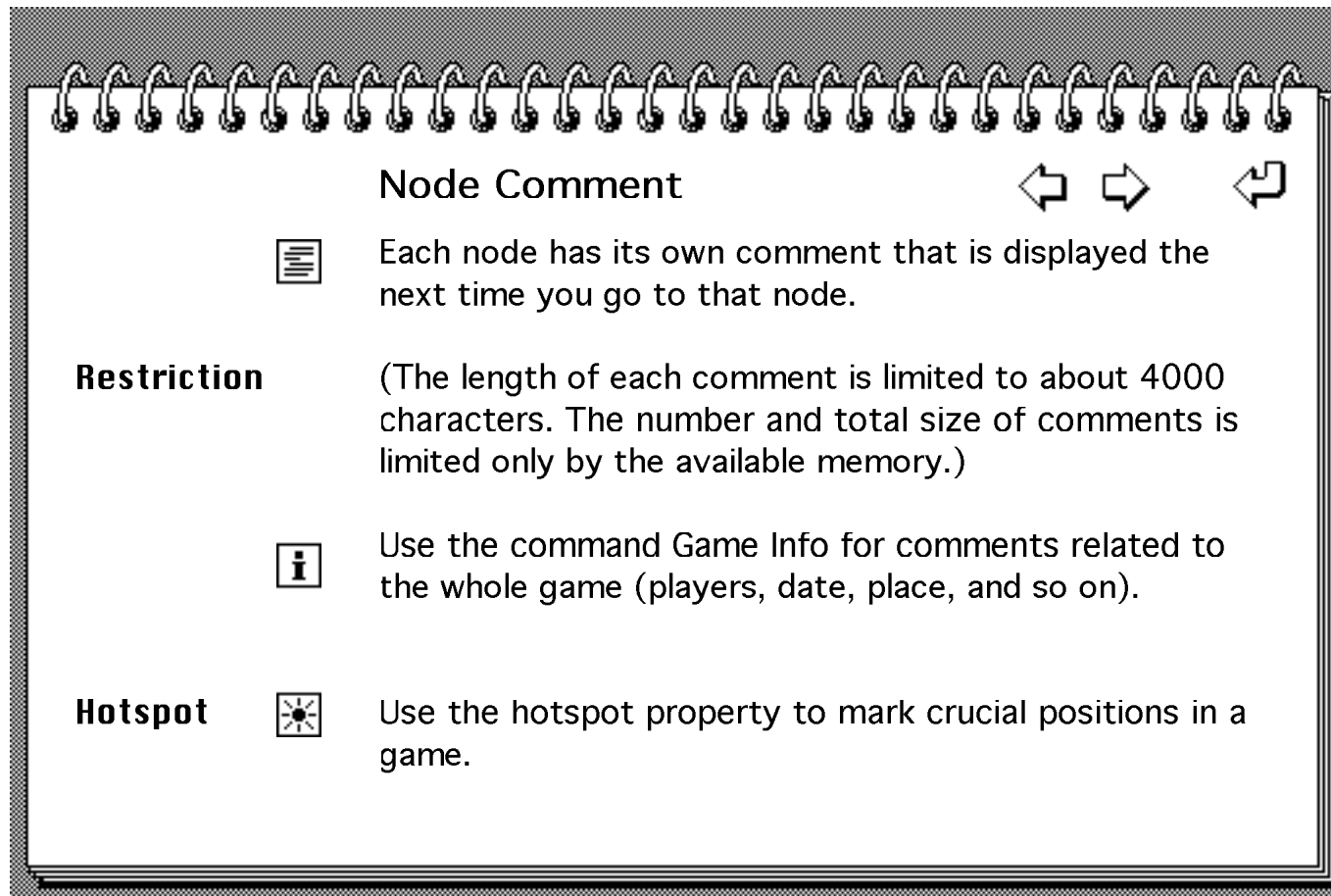










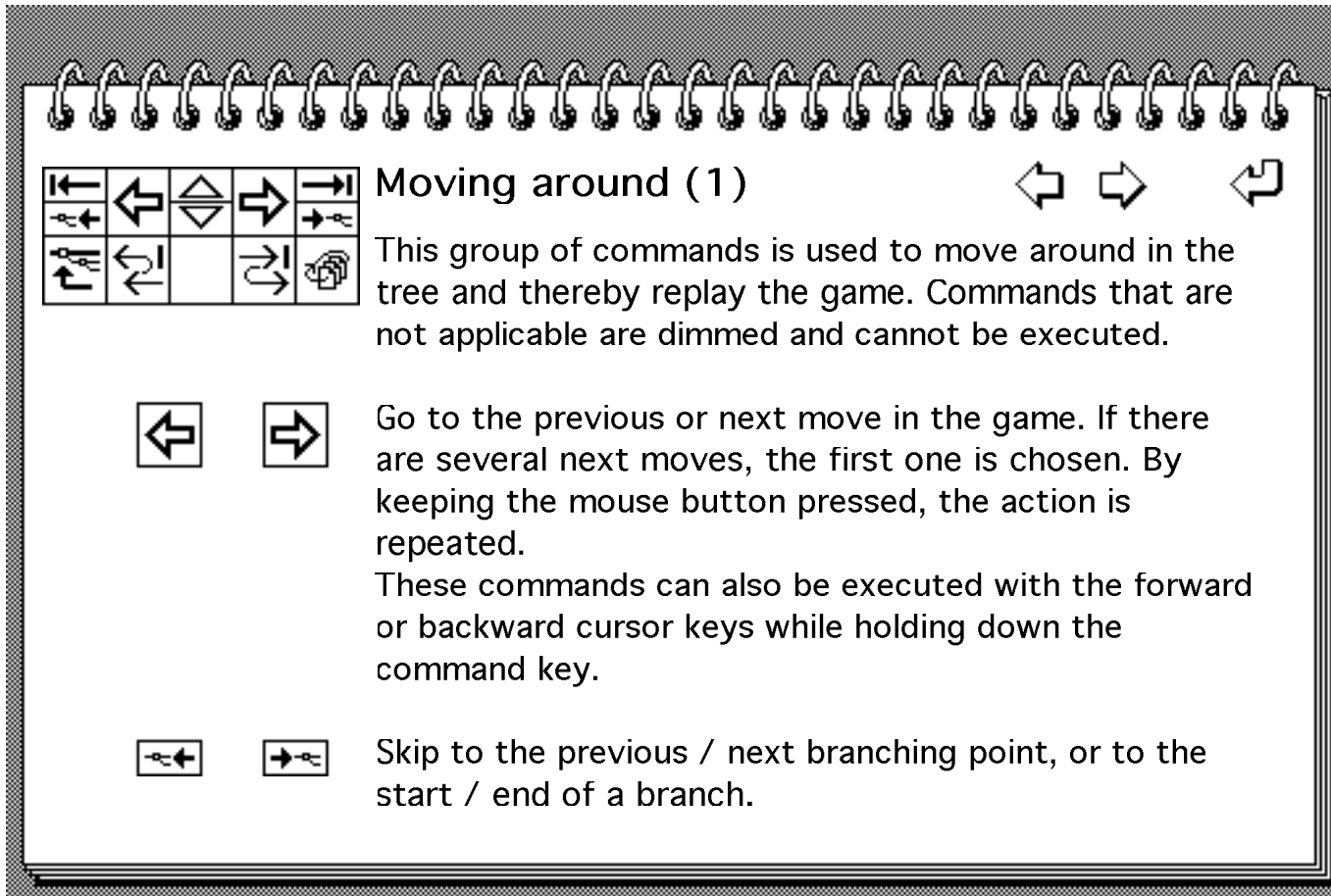


Shorthand Comments



Icons are provided as shorthand notations for frequently used comments.
Click twice to get the ones in the second column.

Positions			good for Black, very good for Black
			good for White, very good for White
			equally good for both players, and more so (e.g. opening book)
			unclear position, very unclear position
Moves			good move, very good move
			bad move, very bad move
			interesting move
			dubious move



Moving around (1)

This group of commands is used to move around in the tree and thereby replay the game. Commands that are not applicable are dimmed and cannot be executed.

Go to the previous or next move in the game. If there are several next moves, the first one is chosen. By keeping the mouse button pressed, the action is repeated.

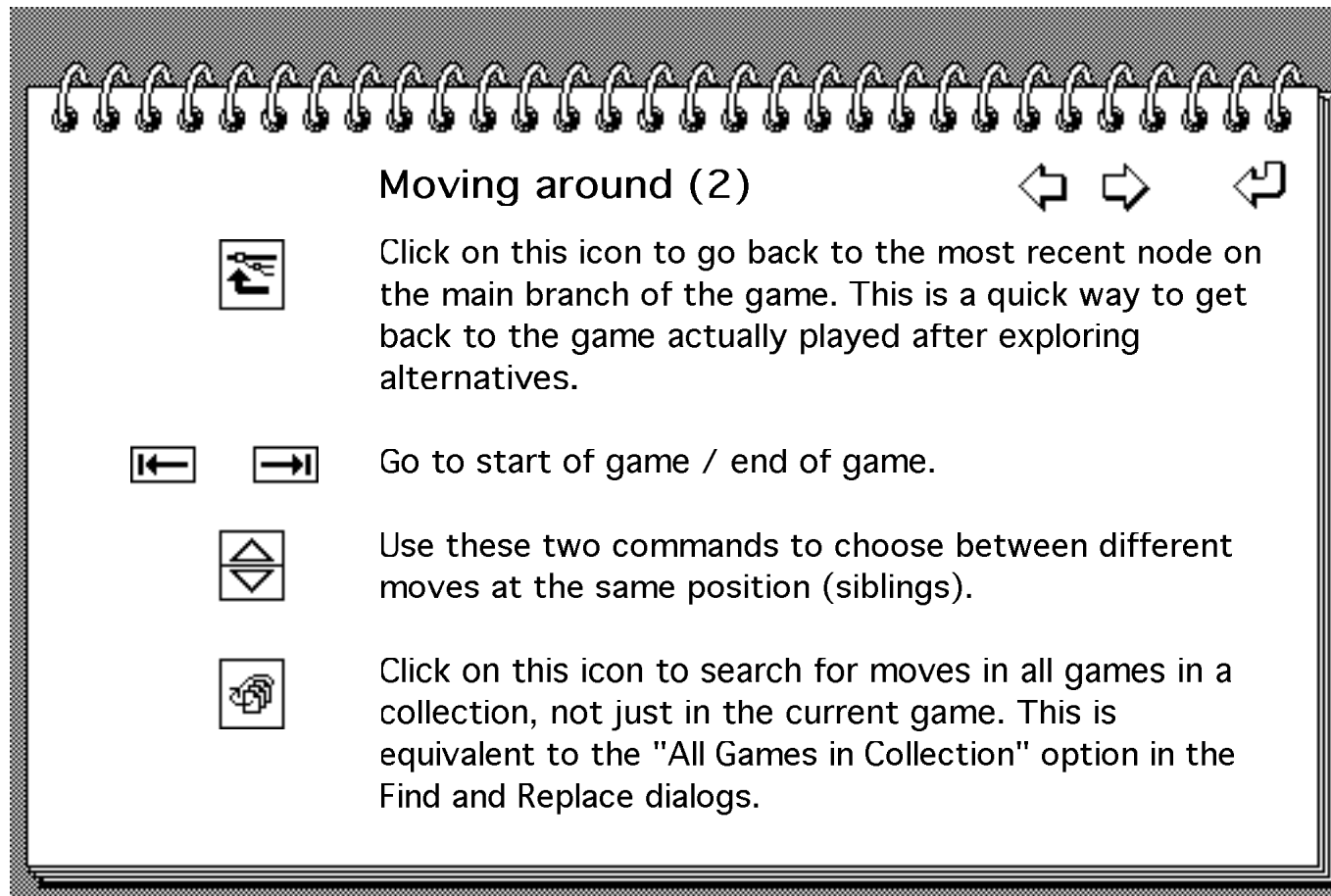
These commands can also be executed with the forward or backward cursor keys while holding down the command key.

Skip to the previous / next branching point, or to the start / end of a branch.

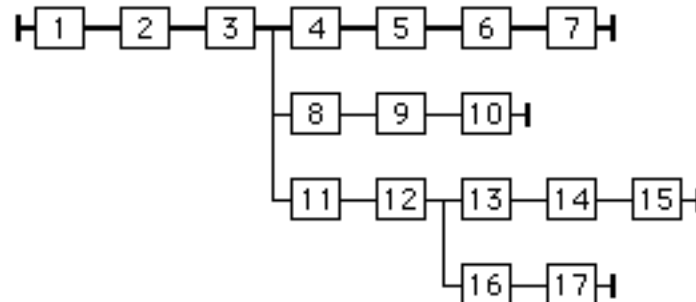
  



Moving around (3)



The tree can be traversed "depth-first": you move forward as long as possible, then back up to the last point where you had another choice. The numbers in the tree below show in which sequence nodes would be visited. The next node after 17 is 1.



Moving around (4)

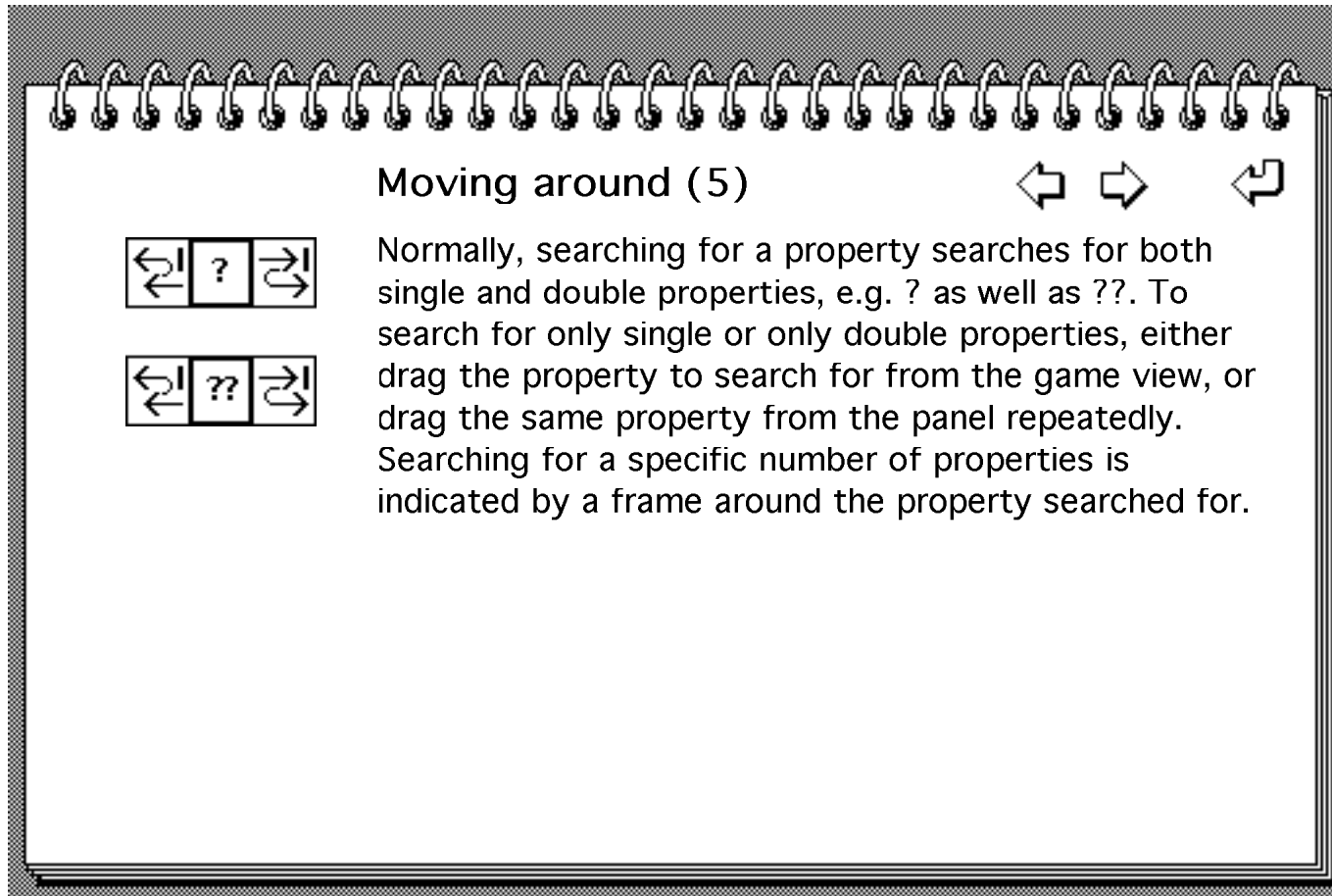


The depth-first tree traversal commands can be modified to a depth-first search for a given property. The property to be searched can be grabbed in the panel and moved to the empty space.



For example, to search for nodes with a question mark property, grab the question mark and move it to the space reserved for the search property. Now instead of going to the next or previous node, depth-first forward / backward will search for the next / previous node with a question mark.

Click on the search property to turn searching off and return to normal depth-first movement.



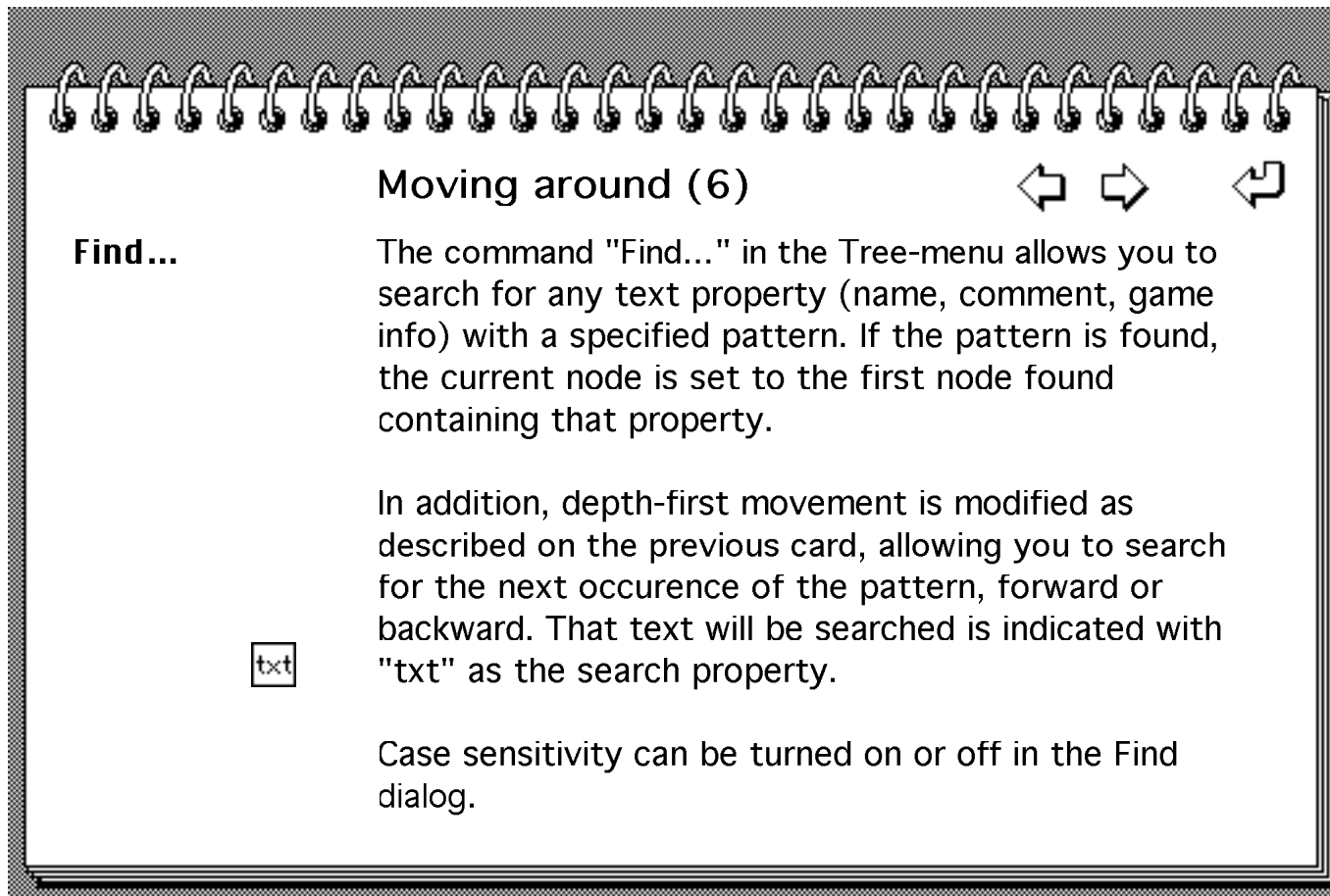
Moving around (5)

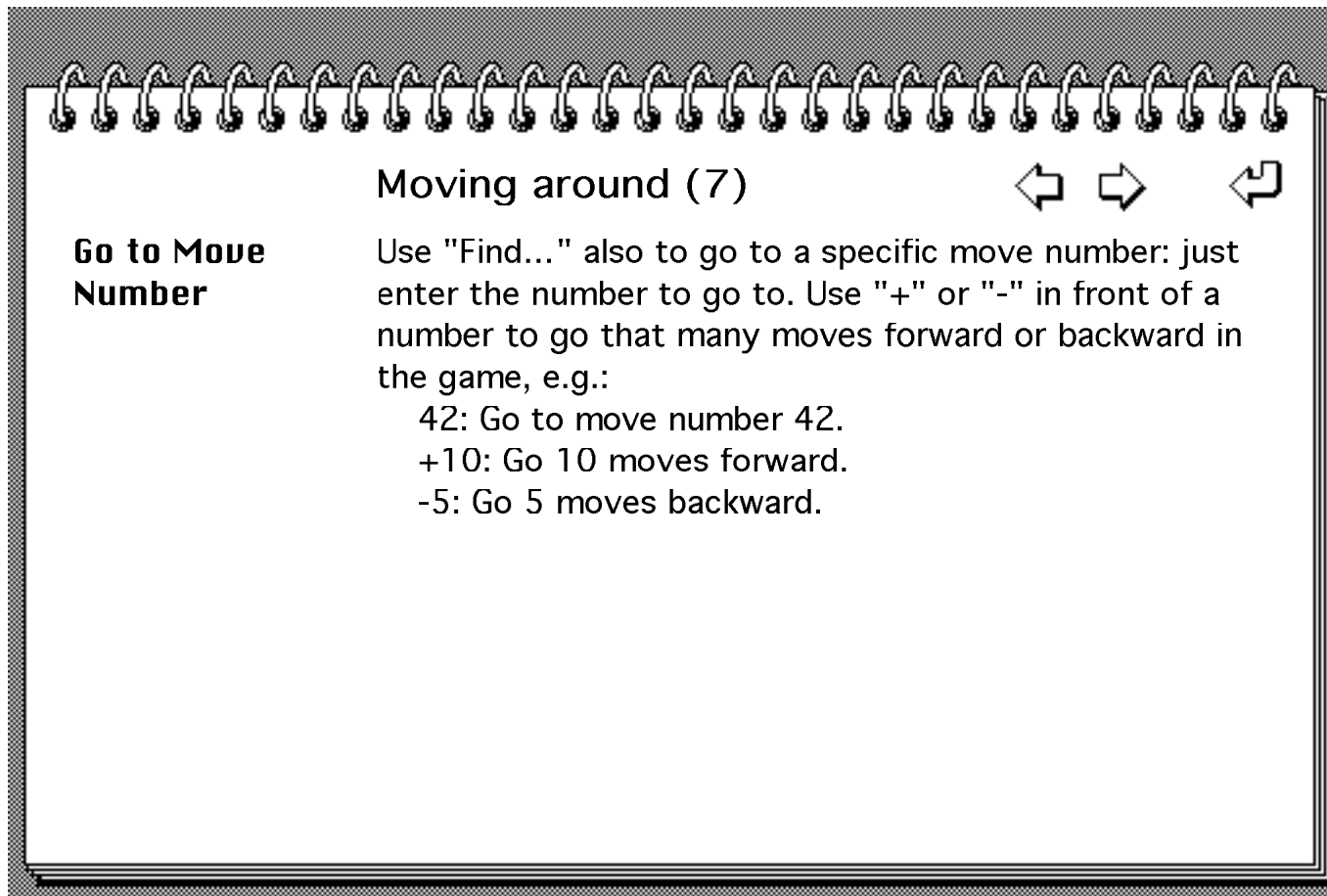
←| ? |→

←| ?? |→

Normally, searching for a property searches for both single and double properties, e.g. ? as well as ??. To search for only single or only double properties, either drag the property to search for from the game view, or drag the same property from the panel repeatedly. Searching for a specific number of properties is indicated by a frame around the property searched for.

← → ↶





Go to node

Moving around (8)



You can move directly to any node that is displayed by clicking on that node.

 8 

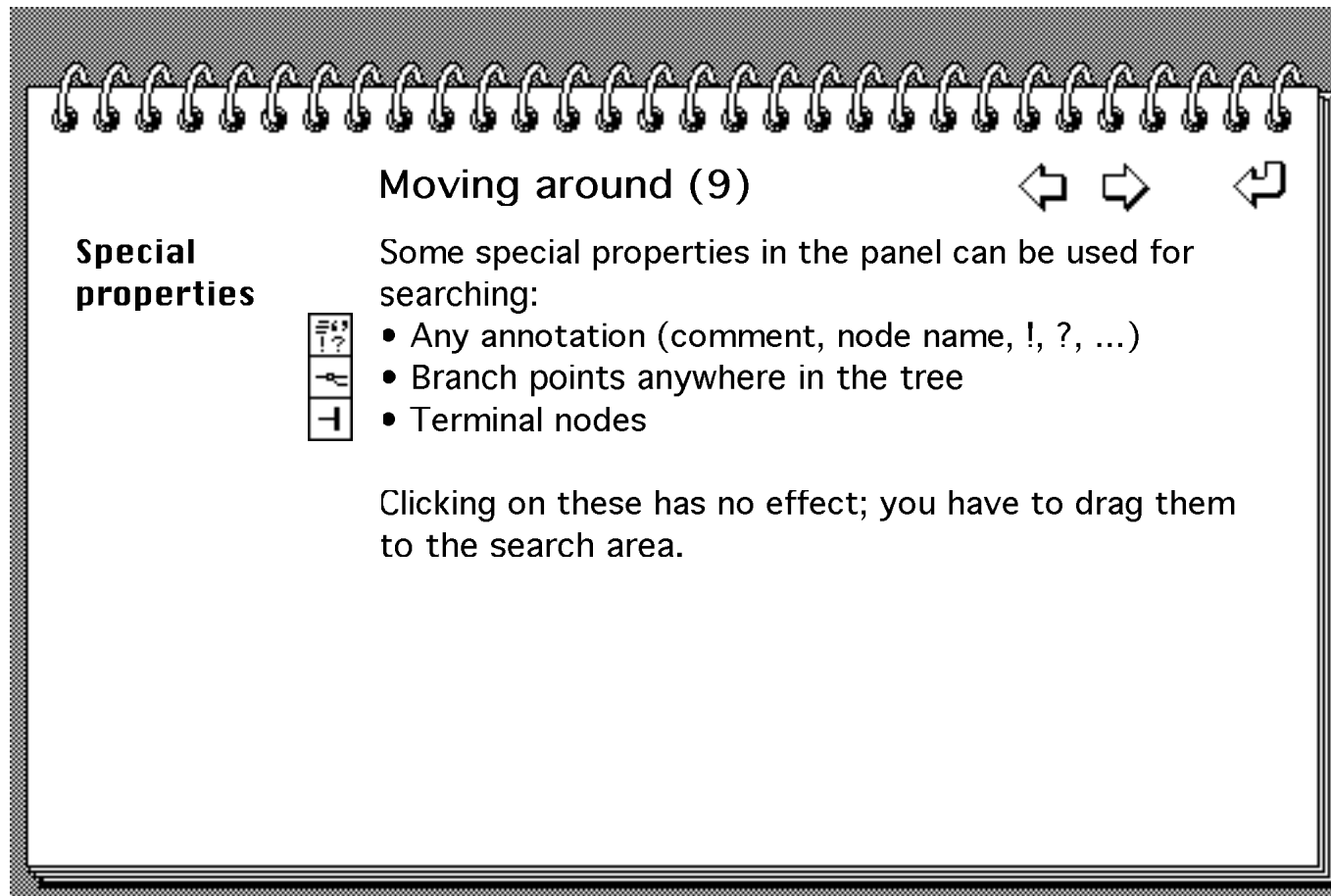
 a

 b

 c



Click anywhere in the gray rectangle to go to move 'b'.



Game View (1) 

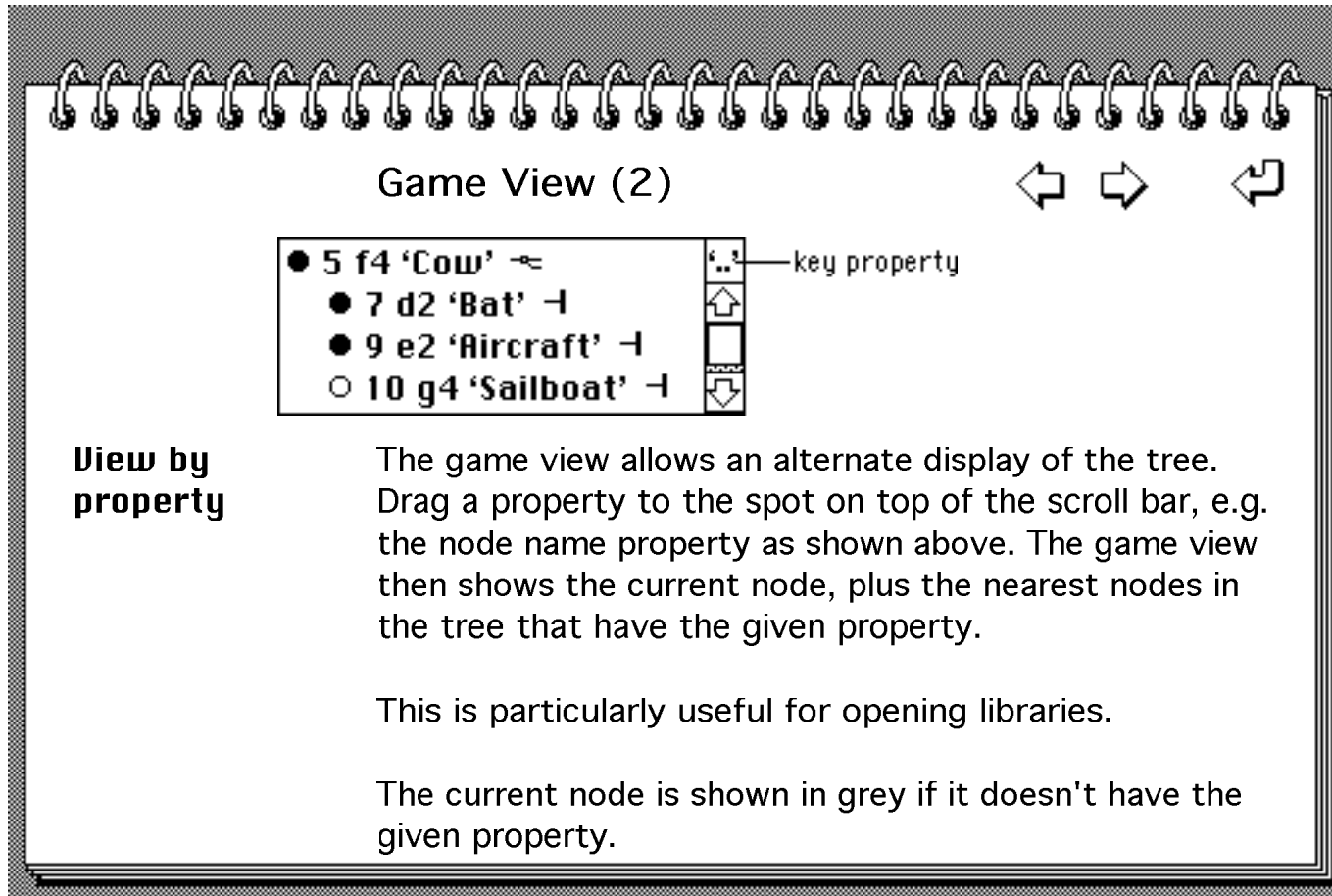
To reorder the children of the current node, grab a node and move it to the position where you want to have it.



Careful: to re-order nodes, grab in the high-lighted part only, not near the properties!

Note the difference in feedback:

- Grabbing nodes: whole node is inverted.
- Grabbing properties: there is only a grey outline around the property.



Game View (2)

◀ ▶ ↺

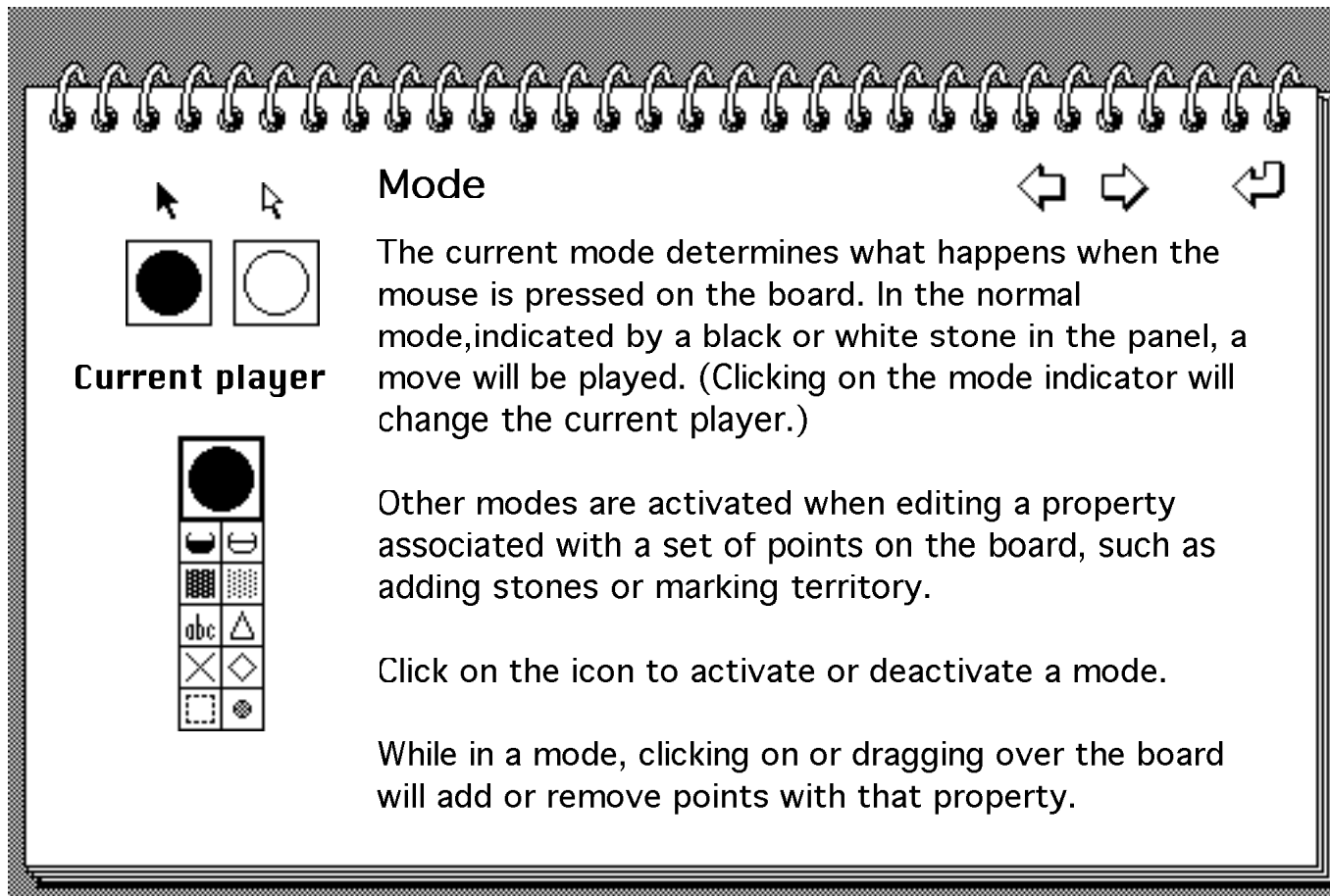
- 5 f4 'Cow' — key property
- 7 d2 'Bat' ↵
- 9 e2 'Aircraft' ↵
- 10 g4 'Sailboat' ↵

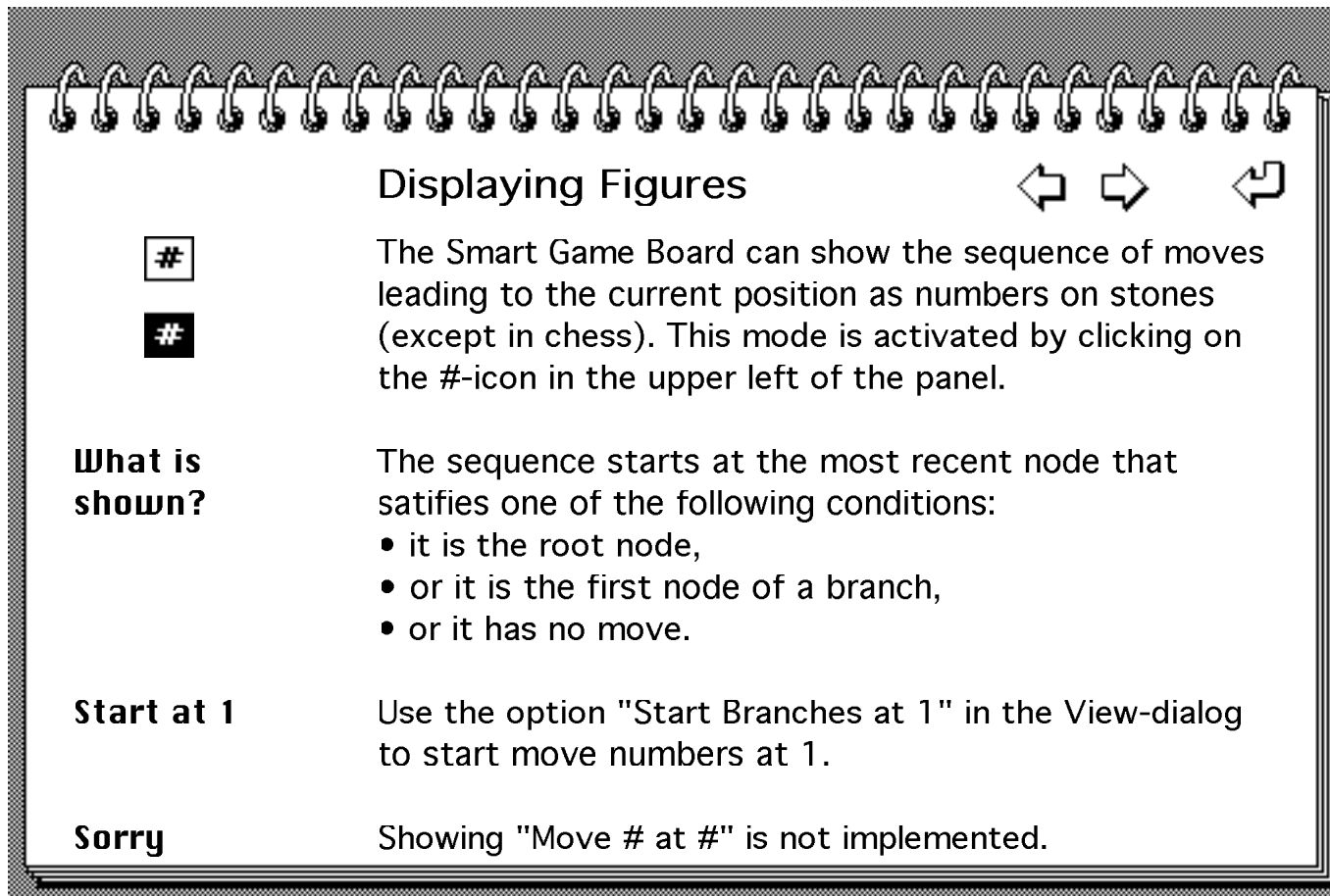
View by property

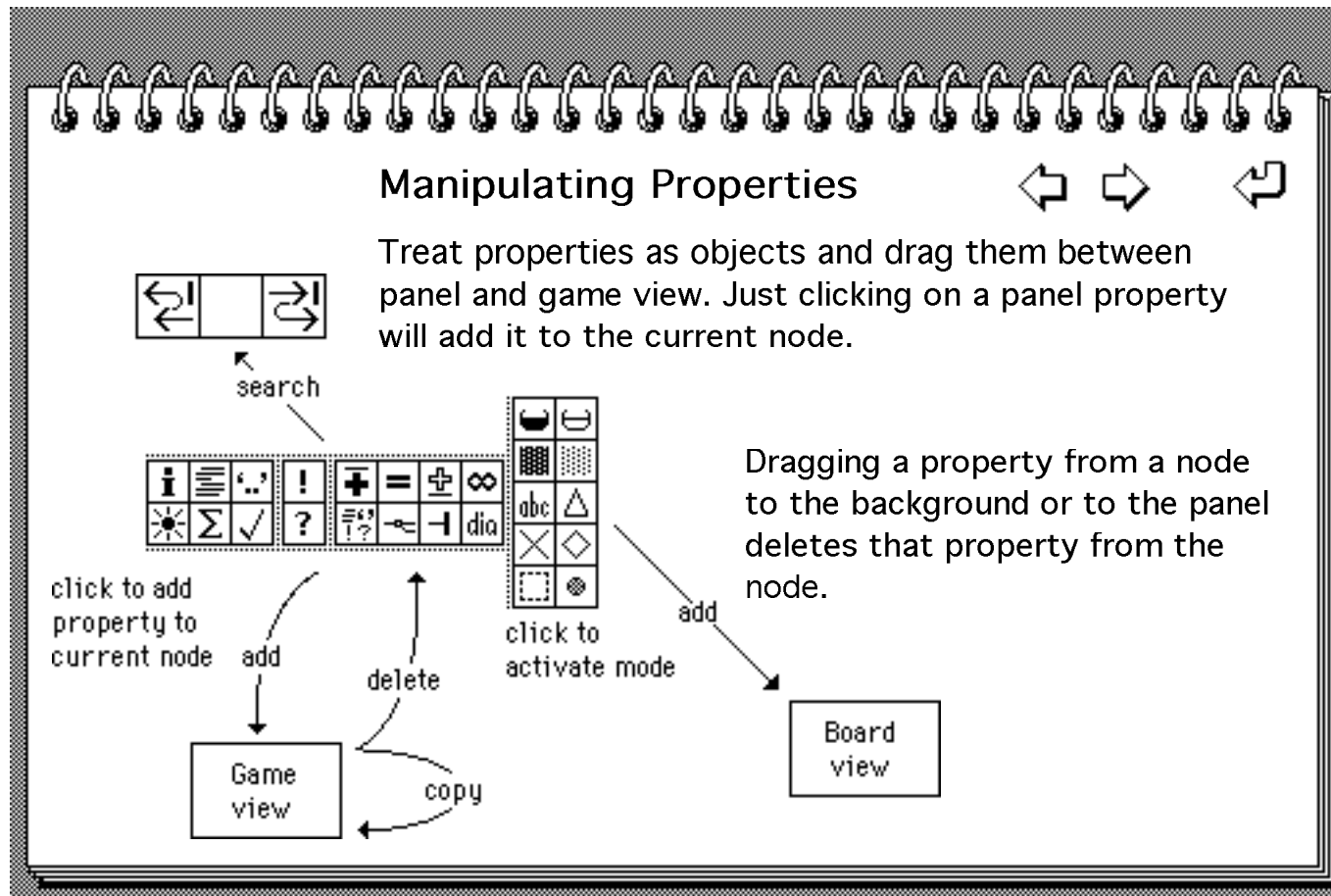
The game view allows an alternate display of the tree. Drag a property to the spot on top of the scroll bar, e.g. the node name property as shown above. The game view then shows the current node, plus the nearest nodes in the tree that have the given property.

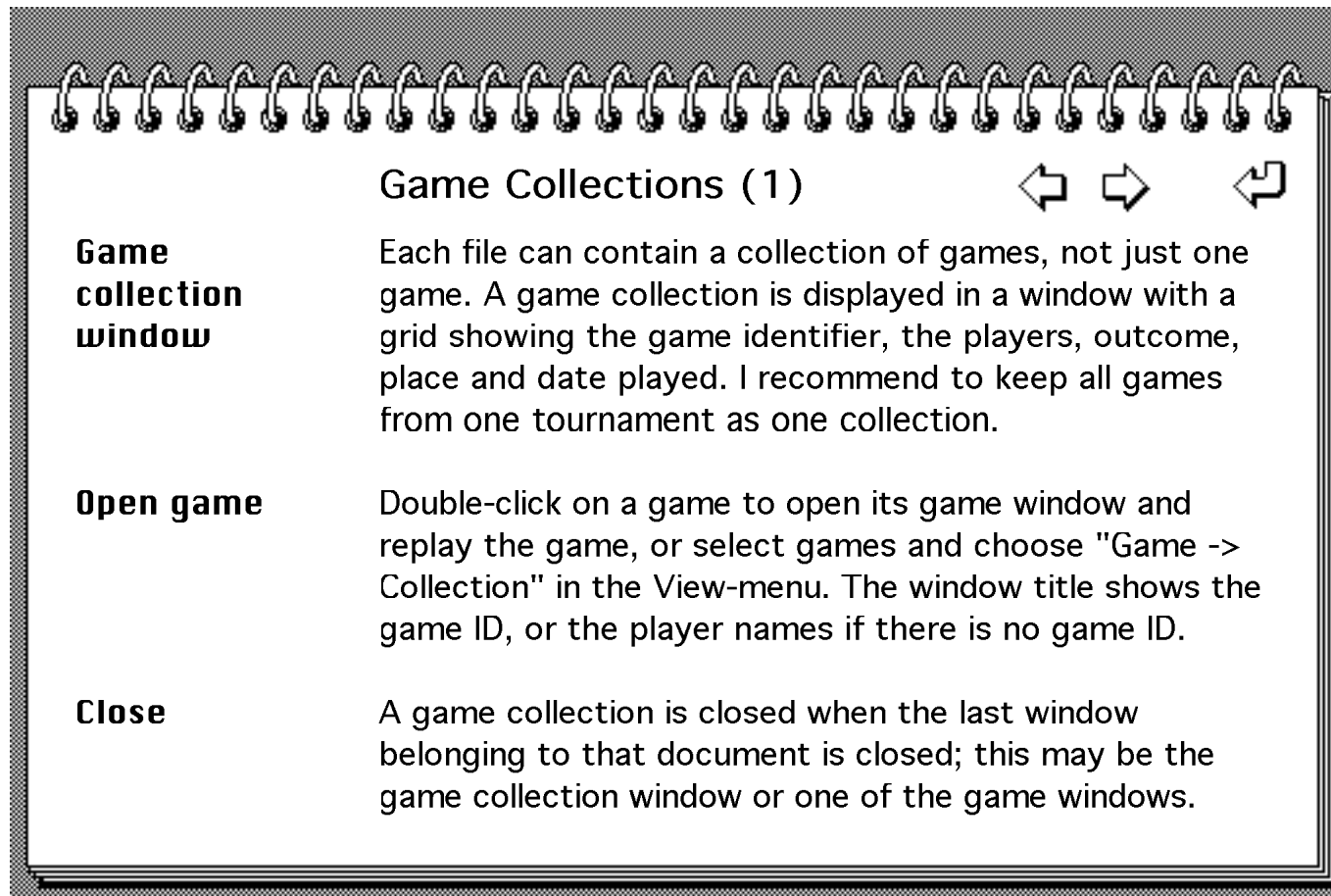
This is particularly useful for opening libraries.

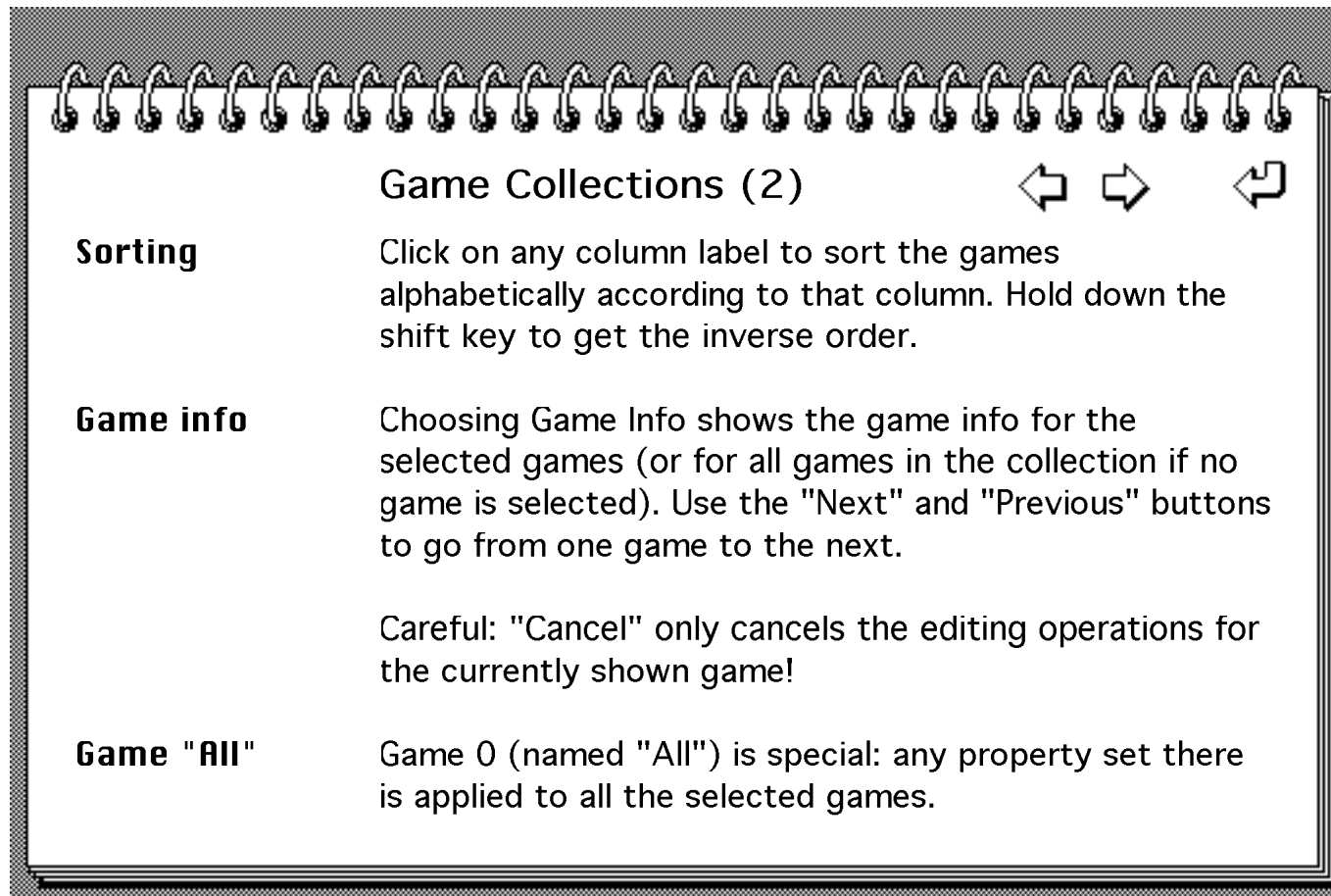
The current node is shown in grey if it doesn't have the given property.











Smart Game Help

