1 ChessPartner 4.3 scripting object model

This document contains preliminary information. No warranty is made about it's accuracy or fitness for any purpose. The object model can be changed without notifications.

This documents gives an overview of the scripting object model of ChessPartner 4.3. The VB Script engine from Microsoft is used, for a detailed description of VB Script goto http://msdn.microsoft.com and search for VBSCRIPT.

2 Objects

2.1 ChsGame

The ChsGame object is the representation of a game, it contains moves, players names, etc.

2.1.1 Methods

2.1.1.1 Clear

Syntax *Clear*

Description Clears the game, removes all moves, clear player names etc.

Example gm.Clear

2.1.1.2 InsertMove

Syntax *InsertMove move*

move SAN move string, e.g. e4 or Nf3

Description Inserts a move at the current position.

Example gm.InsertMove "e4"

2.1.1.3 MoveForward

Syntax *MoveForward mode*

mode 0 - Skip over variant
1 - Jump into variants
2 - leave current variation

Description Moves forward in the game

Example gm.MoveForward 0

2.1.1.4 MoveBackward

Syntax *MoveBackward mode*

mode 0 - Skip over variant
1 - Jump into variants
2 - leave current variation

Description Moves backward

Example gm.MoveBackward 0

2.1.1.5 DeleteMoves

Syntax *DeleteMoves from*

from Index of first move to delete.

Description Deletes moves starting from the given index up to the end of the variation or the end of the game, which ever comes first.

Example gm.DeleteMoves 5

2.1.1.6 BeginEditECOText 5.0

Syntax *BeginEditECOText*

Description Prepares for editing ECO codes text

Example

2.1.1.7 EndEditECOText 5.0

Syntax *EndEditECOText*

Description End editing the ECO codes text and commits all changes to the database..

Example

2.1.1.8 CancelEditECOText 5.0

Syntax *CancelEditECOText*

Description Cancels editing ECO code text, all changes made are rolled back.

Example

2.1.2 Properties

2.1.2.1 Value

Syntax *Value("White") = "Kasparov"*
x = Value("Black")

Description Gets or set a PGN tag.

Example

2.1.2.2 Event

Syntax *value = gm.Event*
gm.Event = Value

Description The PGN event tag.

Example

2.1.2.3 Site

Syntax *value = gm.Site*
gm.Site = value

Description The PGN site tag.

Example

2.1.2.4 Date

Syntax *value = gm.Date*
gm.Date = value

Description The PGN date tag.

Example

2.1.2.5 Round

Syntax *value = gm.Round*
gm.Round = value

Description The PGN round tag.

Example

2.1.2.6 White

Syntax
value = gm.White
gm.White = value

Description The PGN white player tag.

Example

2.1.2.7 Black

Syntax
value = gm.Black
gm.Black = value

Description The PGN black player tag.

Example

2.1.2.8 Result

Syntax
value = gm.Result
gm.Result = value

Description The result of the game
0=unk
1=White win
2=Black wins
3=Draw

Example

2.1.2.9 MoveText

Syntax
value = gm.MoveText
gm.MoveText = value

Description The PGN move text including variantiona and annotations. When setting the move text the starting position must have been set before. e.g. when loading from a PGN file, first decode the header.

Example

2.1.2.10 Time

Syntax *OBSOLETE*

Description Not implemented

Example

2.1.2.11 WhiteELO

Syntax *value = gm.WhiteELO*
gm.WhiteELO = value

Description The white players ELO rating.

Example

2.1.2.12 BlackELO

Syntax *value = gm.BlackELO*
gm.BlackELO = value

Description The black players ELO rating.

Example

2.1.2.13 Opening

Syntax *value = gm.Opening*
gm.Opening = value

Description The PGN opening tag.

Example

2.1.2.14 Comment

Syntax *value = gm.Comment*
gm.Comment = value

Description The comment of the game.

Example

2.1.2.15 RawGameData

Syntax *value = gm.RawGameData*

Description Returns a binary representation of the game. Read only.

Example

2.1.2.16 RawStartPosition

Syntax *value = gm.RawStartPosition*

Description Return a binary representation of the start position of the game. Read only.

Example

2.1.2.17 StartPosition

Syntax *value = gm.StartPosition*

Description Returns FEN representation of the begine position of the game.

Example

2.1.2.18 Position

Syntax *value = gm.Position*
gm.Position = value

Description The current position in the game in FEN representation. When setting this property the moves in the game are cleared.

Example

2.1.2.19 CurrentMoveIndex

Syntax *value = gm.CurrentMoveIndex*
gm.CurrentMoveIndex

Description Get or set the current index in the game. The index of the start position is –1

Example

2.1.2.20 GameFormat

Syntax *value = gm.GameFormat*
gm.GameFormat = value

value 1=long format
2=compressed

Description This affects the way a game is saved in the database.

Example

2.1.2.21 Annotations

Syntax *value = gm.Annotations(index)*
gm.Annotations(index) = value

index Move index number

Description Gets or sets the annotation text associated with a move.

Example

2.1.2.22 Scores

Syntax *value = gm.Scores(index)*
gm.Scores(index) = value

index Move index number.

Description Gets or sets the score associated with a move.

Example

2.1.2.23 Moves

Syntax *value = gm.Moves(index)*

index Move index number.

Description Binary representation of the moves. Read only

Example

2.1.2.24 Count

Syntax *value = gm.Count*

Description Number of moves in the game.

Example

2.1.2.25 PlyNumber

Syntax *value = gm.PlyNumber(index)*

index Move index number

Description Converts a move index number to a ply number, this to compensate for variations.

Example

2.1.2.26 BracketLevel

Syntax *value = gm.BracketLevel(inde)*

	index	Move index number

Description The bracket level return how deep the move is nested in the variations. Level 0 is the main variant.

Example

2.1.2.27 IndexFromPly

Syntax *value = gm.IndexFromPly(ply,baseindex)*

	ply	Ply number
	baseindex	the baseindex parameter determines which variant to follow, if it is -1 the variant from the current position is taken.

Description Converts a ply number to a moveindex number.

Example

2.1.2.28 ValidMoves

Syntax *value = gm.ValidMoves(ix)*

	ix	Index in array of valid moves

Description Returns a binary representation of the list of valid moves in the current position.

Example

2.1.2.29 ClockTimes

Syntax *value = gm.ClockTimes(index)*
gm.ClockTimes(index) = value

	index	Move index number.

Description Clock time associated with each move. This represent the time when the move was played.

Example

2.1.2.30 GetHashCode 5.0

Syntax *gm.GetHashCode index, low, high*

	index	Move index number.
	low	Low 32 bits of hash
	high	High 32 bits of hash

Description Returns the hash code for the given move index. The hash code is a 64 bit long value.

Example

2.1.2.31 ECOCodeDatabase 5.0

Syntax *value = gm.ECOCodeDatabase*
gm.ECOCodeDatabase= value

Description Gets or sets the full pathname of the database file used for retrieving the ECO codes from. Default filename is 'eco.bkx'

Example

2.1.2.32 ECOCodeText 5.0

Syntax *value = gm.ECOCodeText*
gm.ECOCodeText="A30 – Nice opening"

Description Returns the ECO text for the current position. This can be a empty string when not defined.
Setting the ECO code text is only allowed after the BeginEditECOText method is called. In that case the database is only updated after the EndEditECOText method is called.

Example

2.2 Database

The database object represents a open database. This object is returned from the Engine object by the OpenDatabase method.

2.2.1 Methods

2.2.1.1 FindFirstGame

Syntax dbptr = FindFirstGame(Querystring$)

Querystring Ignored in this version.

Description Find the first game in the database, returns a dbptr which can be used in the LoadGame method to load the game. If the database is empty a 0 is returned.

Example
```
Set db=Engine.OpenDatabase("test.ldb")
dbptr = db.FindfirstGame("")
```

2.2.1.2 FindNextGame

Syntax dbptr = FindNextGame(Querystring$)

Querystring Ignored in this version.

Description Find the next game in the database, returns a dbptr which can be used in the LoadGame method to load the game. Must be called

after a FindFirstGame or another FindNextGame. If there is no next game, the return value is 0.

Example
```
Set db=Engine.OpenDatabase("test.ldb")
dbptr = db.FindfirstGame("")
dbptr = db.FindNextGame(“”)
```

2.2.1.3 LoadGame

Syntax `Game=LoadGame (dbptr)`

dbptr	Value returned from FindFirstGame or FindNextGame.

Description: Loads a game from the database.

Example
```
Set db=Engine.OpenDatabase("test.ldb")
dbptr = db.FindfirstGame("")
Set gm = db.LoadGame(dbptr)
```

2.3 Engine

The Engine object is the main interface, there is always one instance of it available, called: Engine.

2.3.1 Methods

2.3.1.1 AcceptDraw

Syntax: AcceptDraw

Description: Accepts a draw offer.

Example: Engine.AcceptDraw

2.3.1.2 AnalyseGame

Syntax: AnalyseGame From%, To%, Extra%, DeltaScore%, Flag% , Time&, LogFile$

From	First move number.
To	Last move number.
Extra	Number of moves to analyse after the end of game.
DeltaScore	Difference in score before move is logged.
Flag	Bit veld: 1 = Use level, 2= UseBook, 4=Use Endgame, 8=Output in anno, 16 = overwrite anno. 32= use delta score, 64=Not white, 128 Not black
Time	Time per move in seconds.
Logfile	Name of optional logfile

Description: Starts analysing the current game. When the analisis is completed a ‘EndAnalyseGame’ event is generated.

Example: Engine.AnalyseGame 10, 20, 0, 0, 2+8

2.3.1.3 DeclineDraw

Syntax: DeclineDraw

Description: Rejects a draw offer.

Example: Engine.DeclineDraw

2.3.1.4 DoMove

Syntax DoMove mv as String

mv	Move to carry out in standard notation.

Description Performs the given move on the board, if after the move is done it is the computers turn, the calculatation is started.

Example Engine.DoMove “e2-e4”

2.3.1.5 DoMove2

Syntax DoMove2 mv As String, pos As String

Mv	Move to carry out in standard notation or “none” for no move.
pos	Resulting position **after** move is done, in FEN format.

Description Same as **DoMove** but also accepts the resulting position. If possible the given move is carried out, the resulting position is then compared to the given one. If any of this fails the given position has priority.

Example Engine.DoMove2 "none" , "r1b1r1k1/3nq1pp/4p3/pp1p1p2/3P4/4PN2/PPQN1PPP/2R2RK1 w - - 4 1"

2.3.1.6 GameEnded

Syntax GameEnded result%

Result	Result of game: 0=Unknown, 1=white win, 2=black win, 3=draw.

Description Ends a game.

Example Engine.GameEnded 1

2.3.1.7 GameEndedEx

Syntax GameEndedEx result% , msg$

Result	Result of game: 0=Unknown, 1=white win, 2=black win, 3=draw.
Msg	Reason for game end, the message is displayed to the player.

Description Zie ook **GameEnded**

Example Engine.GameEndedEx 1, “Black resigns”

2.3.1.8 GetPlayMode

Syntax GetPlayMode Modewhite% , Modeblack%

Modewhite	0=Player, 1=Computer , 2=Remote
Modeblack	0=Player, 1=Computer , 2=Remote

Description Play mode for white and black.

Example
```
Dim w,b
Engine.GetPlayMode w, b
MsgBox “White=” & w & “Black=” & b
```

Notes: Function does not work

2.3.1.9 NewGame

Syntax NewGame

Description Stops current game and starts a new one.

Example Engine.Newgame

2.3.1.10 OfferDraw

Syntax OfferDraw

Description Offers a draw.

Example Engine.OfferDraw

2.3.1.11 Resign

Syntax Resign

Description Resigns current game.

Example Engine.Resign

2.3.1.12 SetPlayMode

Syntax SetPlayMode Modewit% , Modezwart%

Modewit	0=Player, 1=Computer , 2=Remote
Modezwart	0=Player, 1=Computer , 2=Remote

Description Sets play mode for white and black.

Example Engine.SetPlayMode 0 , 0

2.3.1.13 ShowMessage

Syntax ShowMessage msg$, Flags& , Modal%

msg	Message text.
Flags	Extra information (not implemented)
Modal	Not implemented

Description Shows a message.

Example Engine.ShowMessage “Test” , 0 , 0

2.3.1.14 StartCompute

Syntax StartCompute ExpectMove%

ExpectMove	Automatically perform the calculated move for real.

Description Starts calculating best move in current position. When the calculation is finished a ‘AsyncResult’ event is generated. When the ExpectMove parameter is not 0 the the move is carried out.

Example Engine.StartCompute 1

2.3.1.15 StopCompute

Syntax *StopCompute* MoveNow , Wait

MoveNow	Move now.
Wait	Wacht tot brein daadwerkelijk gestopt is

Description Stopt calculating best move.

Example Engine.StopCompute 0 , 0

2.3.1.16 UpdateGameDetails

Syntax	UpdateGameDetails
Description	Updates all windows with the latest game details. Use this function after you have changed several properties of the ChsGame object.
Example	Engine.UpdateGameDetails

2.3.2 Properties

2.3.2.1 Clocks

Syntax	Clocks(color) *color* 0=White, 1=Black
Description	Set or get the current clocks.
Example	Timewhite=Engine.Clocks(0) Timeblack=Engine.Clocks(1)

2.3.2.2 EngineName

Syntax	EngineName
Description	Get the name of the current selected engine.
Example	

2.3.2.3 Game

Syntax	Game
Description	This property contains the 'Game' object. The 'Game' object reperesent the current game, e.g. the moves, the players names etc.
Example	Dim gm As Object Set gm = Engine.Game

2.3.2.4 IsAnalyzing

Syntax	IsAnalyzing
Description	Readonly property, true when ChessPartner is analysing a game.
Example	If Engine.IsAnalysing then ….

2.3.2.5 IsComputing

Syntax	IsComputing
Description	Readonly property, true when ChessPartner calculates a move.
Example	If Engine.IsComputing then ….

2.3.2.6 IsExpectMove

Syntax	IsExpectMove
Description	Readonly property, true when ChessPartner expects a move from the chess engine.
Example	If Engine.IsExpectMove then ….

2.3.2.7 Level

Syntax Level

Description Set or get the current level.

Example

2.3.2.8 MoveIndex

Syntax MoveIndex

Description Set or get the current move index.

Example

2.3.3 Events

2.3.3.1 AsyncResult

Syntax Engine_AsyncResult score& var$, ExpectMove%

Score	Score
var	Main variation including score and depth
ExpectMove	Expects a move

Description This event is generated when the chess engine calculated a move.

Example

2.3.3.2 DoMove

Syntax Engine_DoMove move$

Move	The move string

Description Triggered when a move is done.

Example

2.3.3.3 EndAnalyzeGame

Syntax Engine_EndAnalyzeGame canceled%

canceled	True when analysis are canceled.

Description The analysis of a game is completed.

Example

2.3.3.4 NewGame

Syntax Engine_NewGame

Description Event is triggered when a new game is started or a new game is loaded from a database.

Example

2.3.3.5 OnGameEnded

Syntax Engine_OnGameEnded result%

Result	Game result 0=unknow, 1=whitw win, 2=black win, 3=draw

Description Even is send when game is ended.

Example

2.4 Fics

######## NOT YET IMPLEMENTED ##########

The Fics object represent the connection to a chess server, there can be one instance of this object.

2.4.1 Methods

2.4.1.1 ShowWindow

Syntax Fics.ShowWindow show%

show

Description ….

Example

2.4.1.2 DoMove move$

Syntax DoMove

Description Sends a move to the server.

Example Fics.DoMove “e2-e4”

2.4.1.3 NewGame

Syntax

Description

Example

2.4.1.4 Connect

Syntax

Description

Example

2.4.1.5 OfferDraw

Syntax

Description

Example

2.4.1.6 Resign

Syntax

Description

Example

2.4.1.7 AcceptDraw

Syntax

Description

Example

2.4.1.8 DeclineDraw

Syntax

Description

Example

2.4.1.9 Send data$

Syntax

Description

Example

2.4.2 Properties

2.4.2.1 PlayColors

Syntax

Description

Example

2.4.2.2 Position

Syntax

Description

Example

2.4.2.3 GameState

Syntax

Description

Example

2.4.3 Events