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## Introduction

Winsock Chess is a chess implementation allowing two players to play chess over a Winsock supporting network. The program will validate moves and disallow illegal moves.

Winsock Chess uses GNU Chess as a basis for checking moves and GNU chess forms the underlying engine for the program. Thanks to the FSF for allowing usage of their source; it would have taken considerably more than the week and 2 days which it did, to develop Winsock chess without the well structured GNU chess source. Copyrights for GNU chess are :

(C) 1985 Stuart Cracraft

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Conversion to Microsoft Windows by Daryl K. Baker (C) 1990,1991

Copyright for Winsock Chess :

Winsock Chess (C) D. Munro 1994

All GNU copyright, warranty and distribution conditions as described in the file COPYING and the section above titled GNU CHESS GENERAL PUBLIC LICENSE also apply to Winsock Chess.

This is a beta test release - please report all bugs and/or suggestions to me :

Donald Munro

Internet : ccahdm@beluga.upe.ac.za

**Important Note** : All bugs in this program are intentional are were inserted as an exercise for the reader.  
( :

## Technical Notes, Limitations and To Do list

- \* Does not allow undo yet. Should be implemented soon.
- \* There is currently no facility to change sides - host is always white.
- \* There is no need for a Host... option on the Connect menu - a listening socket could be in place at all times while there is no connection, monitoring the wschess port (port 1985). My excuse here is that I do not have a TCP network at home on which to attempt to open a socket so while I was developing I tested with DDE (it would probably have been easier just using messages but I wanted to try out DDEML which I had never played with before). When I no longer need to test at home I will change to a continuous listen socket.
- \* The connect dialog could display a list of available wschess servers using getservbyport perhaps.
- \* Save/Open - When saving only the saving players time is saved - when opening a saved game the remote player and local players time are set equal. Possible solution - at save time request remote machine to send its time to be saved as well.
- \* Communication is currently via a stream whereas datagrams are probably more suitable for this application. Streams do make life a bit easier for the lazy (me) however since you don't have to worry about ACK's and NACK's and CRC's etc.
- \* Commands affecting both players (eg New, Open etc.) can only be actioned during the players turn and these menu items are greyed when it is not the players turn. There should be a separate command socket perhaps or alternately provision for out of band signalling. I will investigate this in the future.
- \* Make review dialog into a modeless dialog.
- \* I have started making provision for porting to Win32 by converting most message handlers to using message crackers. Hopefully when the local Microsoft distributors finally get the Visual C 1.5 upgrade here I'll be able to upgrade to get the 16/32 bit upgrade and turn out a Win32S version.

## Connection

To start a game the first player should select Host... mode from the connect menu (this should not be necessary in the future - see [Technical Notes](#)). A dialog will then appear informing the host player that the program is waiting for a connection.

The second player then selects Connect to Host... from the connect menu. He will then be prompted to enter the hosts name or IP address. The name must be a valid network name in the hosts file or available on a DNS. If a successful connection is established the dialog box will disappear and you will be ready to play.

Currently there is no negotiation as to who plays what colour - the host always plays white. This should change in the future (see [Technical Notes](#)).

Select Disconnect on the Connect menu to disconnect from your remote opponent.

## **Saving and Loading Games**

You may save the game at any point using the Save... option on the File menu. You will be prompted to enter the save game name using a standard save as dialog box.

To load a game select Open... from the File menu. Then select the file to load using the standard open dialog which will then appear. Your opponent will then be asked whether he agrees to allow you to load the game. If he does the game will be loaded and on your machine and transmitted to his.

Note : Currently you can only select this option when it is your turn (see [Technical Notes](#)). The game then continues as usual.

## **Starting a new game**

To start a new game select New on the File menu. Your opponent will then be asked whether he allows a new game - if he does the boards will be reset on both sides and play can then restart.



## **List Game to Text File**

Use this option to print the game moves to a text file which may then be loaded into another program to be printed. Select List... on the file menu. You will be prompted for the list file name. Enter this and the file will be created.

Print to printer option will be added by the next beta release.

### **Options Menu Option**

**Tone** - Switches beep on receipt of opponent move on or off.

**Co-ordinates** - Switches display of algebraic co-ordinates on or off.

**Review Game** - Displays a dialog showing a list box with all moves in the game so far.

## View

There is currently only one item here namely **Reverse Board** which allows you to see the board from the opposite side.

## **Colors**

This option allows you to change the background color, the colors of the black and white pieces and the colors of the black and white squares. You may also reset the colors to the default colors.

Color selection is done via the standard color selection dialog.

