Updating the board

\newgame
Initialises the board to the opening position.

\mainline{*SAN moves*}
Updates the board with the *SAN moves* and typesets *SAN moves* according to the current **\mainlinestyle**.

\hidemoves{*SAN moves*}
Updates the board with the *SAN moves* but does *not* typeset the moves — this is useful for commenting a game where you want to focus on a certain position after some moves have already been made.

\fenboard{*FEN position*}
Initialises the board to the position described with *FEN position*. The format of a FEN position is:
<board rows> w|b <castling options> <en passant square>
<50 moves counter> <move number>
The FEN for the opening position is
rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR
w KQkq - 0 1
Note: the 50 moves counter is not used by the `skak` game engine, but it is updated to stay in sync with external programs.

Describing moves

\variation{*SAN moves*}
This will typeset *SAN moves* using the current **\variationstyle**.

\wmove{*SAN move*}
Typesets *SAN move* using the current **\variationstyle**. Example: `\wmove{Nf3}` gives ♘f3.

\bmove{*SAN move*}
Typesets *SAN move* using the current **\variationstyle** but with ... (or something similar according to the style) in front of the move — can be used to describe a single black move. Example: `\bmove{Nxd4}` gives ... ♘×d4

\movecomment{*Chess moves*}
Typesets the *Chess moves* using the current **\variationstyle**, but doesn't check for move numbers like **\variation** does.

Showing the board

\showboard
Shows the current position from whites perspective.

\showinverseboard
Shows the current position from blacks perspective.

Style selection

\styleA
Chooses the *styleA* for typesetting of moves.

\styleB
Chooses the *styleB* for typesetting of moves. This is the default style.

\styleC
Chooses the *styleC* for typesetting of moves.

Size of the board

\normalboard
The default size of the board typeset by the **\showboard** commands.

\tinyboard
The **\showboard** commands will be typeset in a tiny font.

\smallboard
The **\showboard** commands will be typeset in a small font.

\largeboard
The **\showboard** commands will be typeset in a large font.

Notation and mover

\notationOn
The **\showboard** commands show rank and file names. This is the default.

\notationOff
The **\showboard** commands show only the board.

\showmoverOn
The **\showboard** commands indicate — with a small box — which player has to move.

\showmoverOff
The dual of **\showmoverOn**.

Selective showing of pieces

\showall
Makes the **\showboard** commands show all pieces.

\showonlywhite
The **\showboard** commands will only show the white pieces.

\showonlyblack
The **\showboard** commands will only show the black pieces.

\showonlypawns
The **\showboard** commands will only show the pawns.

\showonly{*piece names*}
The argument *piece names* is a comma separated list of names of pieces to be shown using the **\showboard** commands. White pieces are named *K,Q,R,B,N,P* and black's *k,q,r,b,n,p*.

\showallbut{*piece names*}
The argument *piece names* is a comma separated list of names of pieces which will *not* be shown when using the **\showboard** commands.

Move arrows

\printarrow{*from*}{*to*}
Draws an arrow on the last typeset board from the square *from* to the square *to*.

\highlight[*ms*]{*square list*}
The comma separated *square list* will by default be highlighted using a thick frame on the last typeset board. The optional marker symbol *ms* can be one of X, x, O and o in which case a cross or a circle is used to highlight the square.

\printknightmove{*from*}{*to*}
Draws a bent arrow from the square *from* to the square *to*.

Customizations

\newskaklanguage{*language*}{*piecenames*}
Defines a new *language* for the input of SAN moves. *piecenames* are the uppercase letters used for the pieces in the order King, Queen, Rook, Bishop, Knight, Pawn. Example: `\newskaklanguage{danish}{KDTLSB}` defines *danish* as a new input language.

\skaklanguage[*language*]
Chooses *language* as new input language — defaults to *english*.

\mainlinestyle
Activates the typesetting style for the mainline — this command can be redefined if special requirements for the typesetting exists.

\variationstyle
Similar to **\mainlinestyle** just for the typesetting of variations.

Game storage

\savegame{*file name*}
Writes the FEN string for the current position on the board to the file `<file name>.fen`

\loadgame{*file name*}
Load the position stored in the file `<file name>.fen`

\storegame{*name*}
Stores the current game position using *name* as reference.

\restoregame{*name*}
Restores the game previously saved using **\storegame**.

Package options

ps Includes the `ps-tricks` package in order to make ornaments on the board. Required to make the following commands work: **\showmoverOn**, **\printarrow**, **\highlight**, **\printknightmove**.

psoff Does *not* include the `ps-tricks` package.

mover Issues the **\showmoveOn** command.

moveroff Issues the **\showmoveOn** command.

notation Issues the **\notationOn** command.

english Makes english the preferred input language — the only defined language at the moment.

styleA Chooses **\styleA** style for the typesetting of moves.

styleB Chooses **\styleB** style for the typesetting of moves.

styleC Chooses **\styleC** style for the typesetting of moves.

tiny The board is shown using the tiny size font.

small The board is shown using the small size font.

normal The board is shown using the normal size font.

large The board is shown using the large size font.

The default options are **notation, normal, psoff, english, moveroff, styleB**.