Problemist
User Manual

Table of Contents

1   General Problemist facts

Problemist is a software entirely dedicated to chess problems. It is specially designed to create and solve problems.

It has been developed over several years and exists in two versions. The original DOS version, and this Windows 95, XP, Vista, Seven version (the old 16-bit version is also available for Windows 3.1x users).

If you are satisfied with this software and/or you think of ways to improve it, please send your comments/suggestions to:

<div align="center">

Matthieu Leschemelle
8 avenue Gambetta
78100 St Germain en Laye
FRANCE
+33 (0)1-39-21-84-24

</div>

To run properly Problemist requires the following files:

In the Problemist directory
- PROBLEM32.EXE : The program itself (the only one strictly required)
- PRBHLP_E.HLP : This help file.
- AUTEURS.TXT : The list of authors.
- SOURCES.TXT : The source and country list.

In the WINDOWS/FONTS sub-directory
- CASEFONT.TTF : The diagrams font.
- PROBLEM.TTF : The symbolic notation font.

In the WINDOWS directory
- PROBLE32.INI : The initialization file automatically created by the program.

When Problemist is launched for the first time, you may experience display problems, which will be quickly be resolved once the proper font has been installed. (see Display options).

Likewise, in the unlikely event of a software crash, information saved in PROBLE32.INI might be seriously damaged. In this case, the best solution is to delete the PROBLE32.INI file.

The most frequently-used commands are available through the, short keys, tool bar or mouse shortcuts

To access this help file through the menu, just open the menu using the keyboard, select an item and then press [F1].

A note on conventions:
The following conventions have been used throughout this online manual:

- Menu options are enclosed within curly brackets, e.g. {File | Open} where the first item represents the menu concerned and the second one the individual menu option. Where only a single item is listed in this manner it refers to the corresponding menu.

- Key-presses (including keyboard shortcuts or hot keys) are enclosed in square brackets with a plus sign between keys where more than one key is concerned, e.g. [Ctrl]+[O].

2 How and why register

Why register?

Problemist is a shareware. If you are satisfied with the program and you wish to use it beyond the trial period, you must first register. Registration will give you access to the full capacities of Problemist, without any limitation like in the demo version. You will, for instance, be able to save files containing more than 20 positions.
Here are four other good reasons to register:

- Free access to technical support,
- The updates **are provided free of charge,**
- The opportunity to link up with other registered users,
- And, above all, encourage the creator to continuously improve the program.

How to register?

To register, use the ORDER.TXT file provided with the program and send it through the post along with your check. You can also order and pay for Problemist online using your credit card via the official website: http://www.problemist.com/

If you have internet access, your user name and password will be e-mailed to you as soon as your order has been received. Otherwise, a setup disk with the latest version of Problemist and your password will be mailed to you by post.

This password will apply to all the future versions of Problemist. The latest version of Problemist can be downloaded at all time from the official Problemist web page: http://www.problemist.com/

Using your Problemist Password

- Your password should be entered via the "About Problemist" dialog box.
- Click on "Registration".
- In the dialog box, type in your user name (case sensitive) then your password. Press OK.
- The Demo label will disappear from the title bar: from now on Problemist will run at 100%.

3 User Interface

Tool Bar

The action buttons of the tool bar are, respectively, from left to right:
▸ Open a position file
▸ Save in a position file
▸ Print using current options
▸ Print preview (report / solution)
▸ Information
▸ Search positions
▸ Visualize
▸ Mate search and analysis
▸ Solving options
▸ Special effects

Status Bar

In most cases:

Zone 1: indicates, depending on the pointer's position, on which square the pointer is located.

Zone 2: indicates the usual solving options (S: set position; T: try play; A: actual play) and the problem category.

Zone3: displays a brief help message in regard to the menu item or the selected button.

During file-related operations

Zone 1: indicates the position number corresponding to the scrolling bar movements or the number of selected positions.

Zone 2: n/a

Zone 3: indicates the current file name and the current position number.

In mate search mode

Zone 1: indicates which white move is being tested

Zone 2: indicates whether a mate has been found

Zone 3: displays the search duration

In analysis mode

Zone 1: indicates which black move is being analysed

Zone 2: indicates which variation is being tested

Zone 3: n/a

VisualiserHelp	[F8]		Save
[F2]	Clear Board	[Shift]+[F8]	Insert / Delete position(s)
[Shift]+[F2]	Restore Board	[Ctrl]+(F8)	Append a position
[F3]	Setup Mode	[F9]	Open a file
[F4]	Refresh Solution	[Shift]+[F9]	Open a position
[Shift]+[F4]	Print	[Ctrl]+[F9]	Visualizer
[F5]	Solve the problem	[F10]	Search positions
[F6]	Information	[Shift]+[F10]	Problem List
[F7]	Problem Type	[F11]	Solving Options

Mouse shortcuts

- To enter information, click in the relevant zone (below the chess board)
- To enter the problem type, click in the relevant zone (underneath the chess board and to the right)
- To modify the search and editing options, click in zone 2 of the status bar
- To active setup mode, right-click on the board.

4   File Menu

4.1   Opening a position file

In the "Open" box, select the .PBM position file you wish to open and confirm.

The first position of the selected file, which becomes the current file, is displayed.

Browse through the file using the control commands in the small box that appears in the top left corner of your screen (see the Open position command).

The last four files that have been opened are listed at the bottom of the File menu for quick access.

4.2   Saving in a position file

Use this command to save a problem in a .PBM position file.

In the "Save as" dialog box, select the file in which you want to save the position or key in a file name.

If the file does not exist, it will be created. If it already exists, the default position is the one at the end of the file. It is also possible to over-write an old position by changing the number in the "**Position**" area. The current information will be saved along with the position.

The selected file becomes the current file.

You can quickly save the current position at the end of one of the four files that have last been opened and are listed in the "File" menu. To do this, select the target file in the menu while pressing the **[Ctrl]** key.

4.3   Organizing the file

You can "**Insert**" one or more empty positions before the current position of the current file.

You can also "**Delete**" one or more positions from the current position.

Finally, the way Problemist handles information can cause the file size to increase unduly with each new modification. The "**Compact**" button will rid the file from all the chains that are no longer in use.
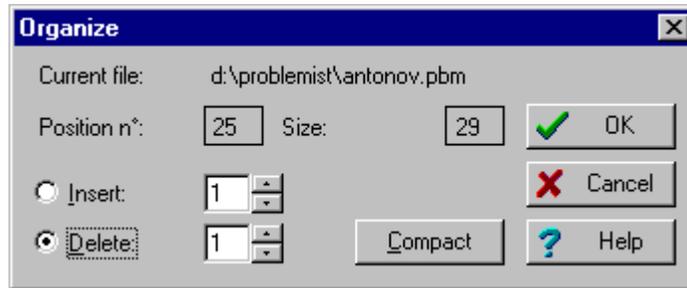
Naturally, this dialog box is not available when the current file is missing.

4.4   Print options

Problemist supports several printing options:

Standard report:

To print:
- The information and diagram relating to the current position, on the top left corner of the first page
- The solution as displayed in the editor, below the diagram on one or more columns (4 max).

You can chose not to print the diagram.

If the result is not suitable, you can use any text editor or word processor to modify the result provided it has been saved in a text file that includes (see Problem List - Solution ->Text):
- The position in "casefont" characters,
- The piece list,
- Information related to the problem and problem type.

Diagram Pages

To print diagrams selected in the Problem List. The layout can be adjusted to fit a variable number of diagrams per page.

You can also select the diagram border type.

General options

Diagrams are printed using the CASEFONT.TTF True Type font, which must be previously installed on your computer. Normally, this font will be automatically installed when Problemist runs for the first time. Otherwise, use the Windows Control panel to install it manually (the font file can be found in the Problemist directory). If the font is not properly installed, the diagram will not print. The font used to print the solution can be set via the Display options command.

The printing font is derived from the display font.

Margins can be set at will.

4.5 Print preview

The Preview window displays the document as it will be printed. The doted lines, which naturally will not be printed, represent the margins as well as the heading and footer limits.

This preview mode is particularly useful to adjust the printing parameters until you reach the required result.

The list box is designed to select or modify the zoom factor. Problemist memorizes the smallest (overview) and the largest scale (detailed view) selected. You can switch from one to the other simply by clicking on the desired preview area.

In preview mode, you can switch back to the main window, either by clicking on "**Close**" or by opening the Printing settings dialog box via the Print Setup command.

Use the "**|--|**" icon to display/hide the margins and heading limits before a screen capture.

Clicking on "**Export BMP**" allows you to export the entire page to the Windows clipboard as a bitmapped image (*.bmp)

4.6 Languages

Supported Languages

Problemist is a multilingual program which includes four main languages: English, French, Italian and Spanish. You can go from any of these languages to another, without leaving the program, via **{File}{Languages}**. The selection made will affect all of Problemist's menus and dialogs.

Problemist also includes an exclusive function allowing a standard text file containing all the texts necessary for the menus, dialogs and alert boxes used in the program to be created by users in order to customize the program to their own tastes. This opens the way for the creation of any number of different language versions.

In order to take advantage of this possibility, all you have to do is select **{File}{Languages}>Other Language...**. Making this selection calls up the file selector so that you can choose from among the available language resource files (these use the extender ***.str**). Just select the appropriate file and then click on **[OK]** to validate your choice. The changes should take effect immediately. This makes ready-made language resource files a snap to use.

These linguistic patches will be made available from **http://www.Problemist.com** as they are created. The main interest of this operation is, of course, that it allows users whose language is not supported by the program to create their own files.

Creating a Language Resource File

A language resource file is composed of two parts: the main menus and the internal text strings.

The menu items appear in the following manner (extract):

```
POPUP     "&File"
BEGIN
 MENUITEM      "&Open...\aF9"  101
 MENUITEM      "&Save...\aF8"  103
 MENUITEM      "&Close"   100
 MENUITEM SEPARATOR
 [...]
 END
```

The keywords shown in upper case characters must **never** be modified! You may make any changes you might wish between the double-quotes with the exception of the sequences preceded by a backslash (e.g. "\a", "\n"). Nor should you change the number shown at the end of the line after the comma. The "**&**" character should be placed just before the letter which, underlined in the resulting menu, will serve as the "**hot key**" for the related menu item.

The internal text strings take the following form (extract):

```
STR 50    "'%s' is not found. Restart from beginning ?"
STR 51    "threat;waiting;But;Mate:;But Draw!; Mate in 1;"
STR 52    "Solution:;Try:;Set Play:;No solution;"
STR 53    "Searching solution;Search completed;Analyzing;User
break;"
STR 54    "Changed position;Dubious position;Invalid position;"
STR 55    "Piece Box"
```

As with the menus, you must **never** alter anything outside of the double-quotes!

Problemist is supplied with a template file based on the English version of the program (Model.str). You can use a copy of this file as a basis for your own modifications. You should proceed slowly at first, carefully checking your results with Problemist.

If you're satisfied with your translation of Problemist into a new language, you are, of course, welcome to send it to <u>me</u> as an attached file. I will be more than pleased to make it available to other interested users.

4.7   Quitting Problemist

When you quit Problemist, the following options and information are automatically saved in the PROBLE32.INI file in the Windows directory. They will be loaded at the next session:
- The names of the last 4 files that have been modified along with the number of   the last position which has been opened.
- The usual <u>solving options</u>.
- The usual viewing and printing options including the <u>usual font</u>.

- The search options (including, if necessary, the search matrix) provided they have been memorized
- The current board, the information and additional information.
- The authors list that has been used.

5   Position Menu

5.1   Opening a position in the current file

As soon as a current file has been defined, a small toolbar will appear.
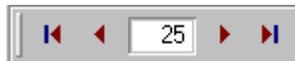
Browse through the file positions using the arrows.

The position corresponding to the number in the editing field is automatically displayed on the chess board and becomes the current position.

Use the Visualiser icon to preview all the current file's positions.

Use the Problem List icon as an alternative way to browse through a position file.

5.2   Saving a position in the current file

This command saves the current position, or modifies the relating information, without going through the "Save as" dialog box. The number in the "Save a position" dialog box editing zone initially shows the current position's location in the file. Changing this figure will over-write an existing position or copy the position at the end of the file.

If the current file or the relating information are modified in any way, a dialog box will ask you to confirm the changes when you switch to another position.

This command is not available when the current file is missing.

5.3   Appending a position

This command saves the current position and the relating information in a new position at the end of the current file.

5.4   Problem Information
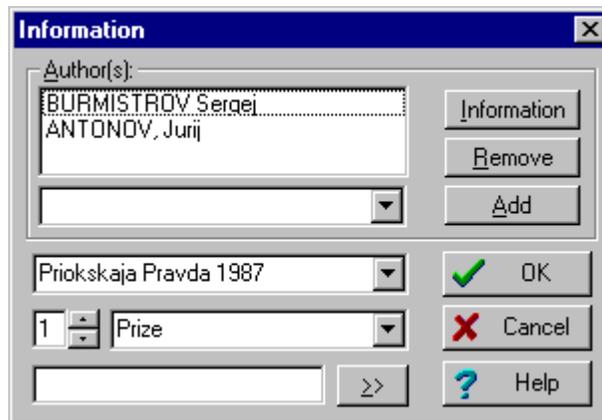
Use the dialog box to type in or modify the problem information. This information will be memorized with the current position in the following zones:

- **Author(s)**: the problem's author(s) (256 characters)

- **Source**: the problem's origin (128 characters)

- **Prize**: Awards received by the problem

- **Comments** (128 characters)

To save a longer text (up to 4096 characters), type or paste it in the editor and use the Save text command.

Problemist also provides:
- The list of the most famous composers/authors (AUTEURS.TXT file)
  (Use the Biographical Selection command to replace the authors' list)
- The list of the most common sources (SOURCE.TXT file)
- The most common awards

Pull down the relevant combo lists to access these lists.

To key in the author's name (or names if the problem was composed in partnership), you must:
- ▶ Enter each name in the combo box editing zone if it does not already appear in the authors' list
- ▶ Insert it in the target list using the "**Add**" button. This routine is not necessary if the problem has a single author: Problemist will automatically do it for you.

A number of tools are available to manage the authors' names:
- ▶ The "**Add**" key adds the name of the selected author in the combo box:
  - Before the selected item (if any) in the target list
  - At the bottom of the list if no item is selected. To clear the selection, click in the dialog box background.
- ▶ The "**Remove**" key deletes the selected item from the authors' list.

▶ The "**Information**" key displays in the status bar a short biographical note on the author selected in the combo box.

Tips:
- Inserting a double space in your copy will force a line return
- A double-click in the target list will remove an author from the list. You can then edit it in the combo box editing zone.
- To avoid typing in the same information over and over again, Problemist allows you to duplicate this information in a group of positions selected in the List of problems dialog box.

5.5   Additional Information

This commands saves additional information:

- **Dedicated to:** Dedication

- **After:** The name of the composer who inspired the problem

- **Source number 2:** Source number two (for instance the anthology or book in which the problem appears). To avoid typing in the same reference position after position, Problemist allows you to duplicate any given text in the "**Source 2**" zone of a group of positions that have been selected in the List of problems dialog box .

- **Version:** The name of the author of the modified or improved problem and the version source.

5.6   Problem Type

Properly identifying the problem type is paramount as Problemist uses this information to determine how many moves are necessary to resolve the problem. It also determines the problems mode.
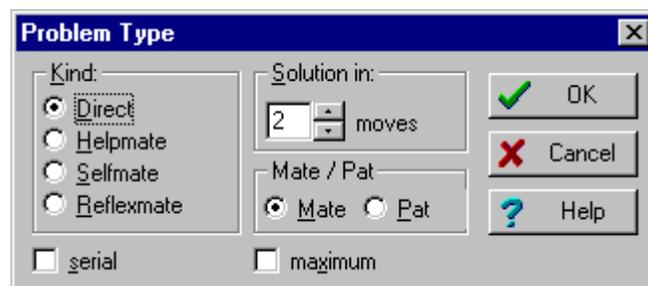
In case the type of problem has not been properly identified or is not supported, Problemist will attempt to resolve a direct two mover (default setting).

Modes:
- **Direct:** Default mode. Seeks direct mates (up to 6 moves)
- **Helpmate:** Seeks helpmates (up to 5 moves)

- **Selfmate:** Seeks selfmates (up to 5 moves)
- **Reflexmate:** Seeks reflexmates (up to 5 moves).

Problemist does not yet resolve draw problems nor problems with a maximum nor series mates/draws. However, it allows you to seize the corresponding text.

5.6.1   Modes

Helpmate, Selfmate, Reflexmate

- **Helpmate** (h#n: helped mate in n moves). The blacks play and help the whites to mate the black king in n moves. n.1.1.1... means that n different first black moves each lead to a different solution. 0.p.1.1... means that the leading-off whites have p different first moves, all of which lead to a solution.
- **Selfmate** (s#n: selfmate in n moves), the whites play and force the blacks to checkmate the white king in n moves.
- **Reflexmate** (r#n: reflexmate in n moves), selfmate with, as an added condition, the obligation for each side to checkmate in one move if the situation arises.

5.7   Twins
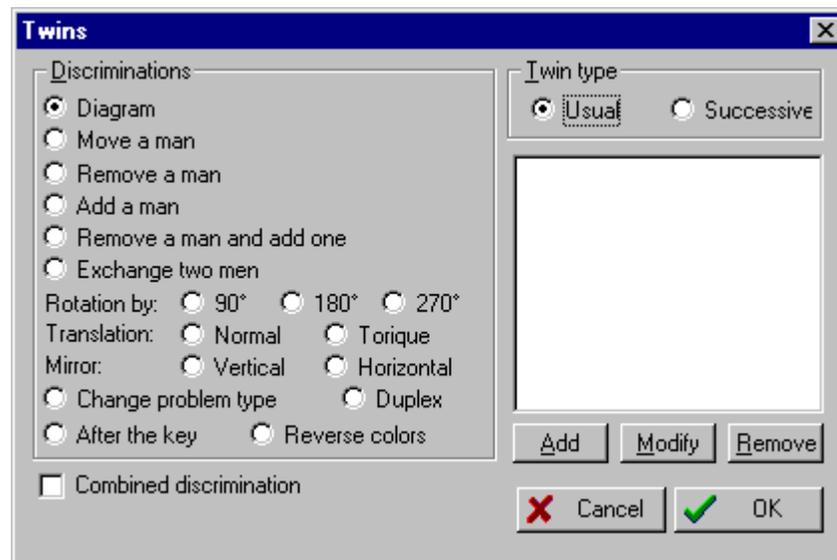
This commands allows to easily set the discriminants

Type of twins:
- **Common:** The discriminants apply to the diagrams position
- **Successive:** The discriminants apply to the position resulting from the previous modification

Discriminants:

After having selected one item and, if necessary, having specified the squares to be changed, click on the "**Add**" button.

You can combine one discriminant with another through the "**Combined discriminant**" option. Thus, Problemist will look for the solution only after having made both modifications.

In case of typing error, you can select in the list the item to be modified, change the discriminant then click on the "**Modify**" button.

You can also "**Remove**" one item from the list after selecting it.

When you launch the solution search, Problemist will successively test each discriminant.

Problemist displays the discriminants in the zone between the number of pieces and the text ignoring the "a) Diagram" in the case of common twins.

For improved simplicity and flexibility, Problemist does not check the coherence of the discriminants that have been entered. It is therefore up to you to be logical (do not combine more than two discriminants; make sure you modify the position prior to changing the type of problem and not the other way around, etc.)

5.8   Searching Positions

The "Search Positions" command searches in the current scope to locate all the positions corresponding to the selection criteria (cumulative) as specified in the "Search criteria" dialog box.
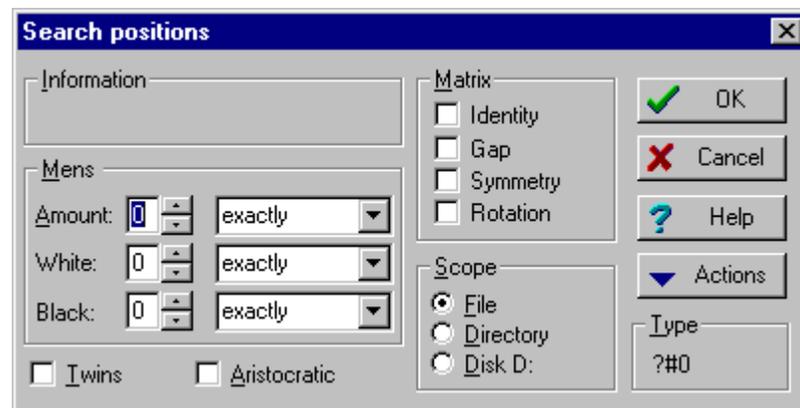
Text:
Searches for text specified in the various information zones saved with the positions. e.g. find problems published by such author in such magazine.

Number of pieces:
Selects the problems whose number of pieces matches the criteria

Twins:
Selects the problems with one or more discriminant.

Aristocratic:
Selects pawn-free problems

Matrix:

Looks for saved problems that contain the matrix stored in the current board. Four options are available :

- **Identity:** Looks for positions in which the matrix is in the same place and has the same orientation. Excludes the following option.
- **Translation:** Looks for positions in which the matrix has the same orientation but not necessarily the same place. Excludes the above option.
- **Symmetrical:** Looks for positions where the matrix can be identified through horizontal and vertical inversions.
- **Rotation:** Looks for positions in which the matrix can be identified through 45-degree rotations.
  By combining the Symmetrical and Rotation options, the program tests all the possible permutations.

Type:

Looks for saved problems matching the requested type (mode and/or move number).
The wildcards are designated by a question mark. For example, "?#2" will look for any type of chess mate (direct, reverse, etc.) in two moves; "s??" will look for reverse pats or chess mates, regardless of the number of moves.

Scope:

- **File:** To search the current file
- **Directory:** To search all the files in the current directory as well as its sub-directories.
- **Disk:** To search all the files in all the directories of the current disk

The matching positions are displayed in the Problem List.

The "**Action**" button gives access to the following features:

- **Recover Matrix**: To replace the previously used search matrix
- **Delete criteria**: To delete all the search criteria
- **Memorize criteria**: To save the search criteria for later use. The memorized criteria will be automatically saved when you quit Problemist and be available for a later session.
- **Reload criteria**: To reload the previously memorized criteria

Tip: Click in the "**Information**" or "**Type**" zones for quick access to the dialog boxes which allow you to set your search criteria.

5.9   List of Problems
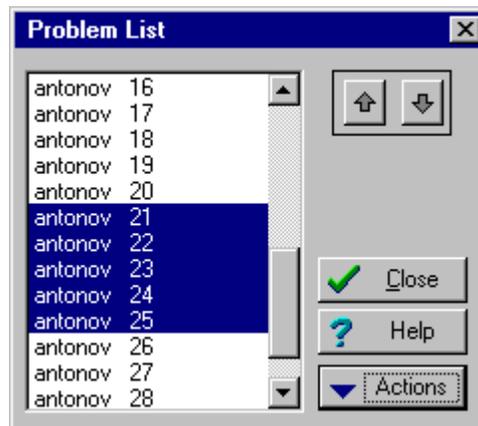
The list is created:
- Either by the "New" command. It then contains the current file's list of positions
- Either as a result of a position search. It then contains the positions found during the search.

To display the existing list, use the "Old list" command, the toolbar or the **[Shift]+[F10]** shortcut. The selected positions are memorized when the list is closed.

The positions are always listed by file names along with the position's number in the file. The full name of the file, which corresponds to the selected item, is displayed in the status bar.

The list allows you to apply actions as determined in the "**Actions**" pull-down menu to one or more selected positions:
- **Positions-> Printer:** Prints the selected position's diagram using the usual printing options.
- **Positions-> PBM file:** Saves the selected positions and the corresponding information at the end of the selected position file.
- **Positions-> PGN/EPD file:** Saves the selected positions as a PGN or EPD file. These features are disabled in the Demo version.
- **Positions->Visualiser:** To preview all the selected positions in the Visualiser.
- **Solutions-> TXT file:** Saves as a .TXT file the selected positions' solution text preceded by the diagram in coded characters (to be used by the True Type font Cases) and the pieces' list in a text file. The solution is added at the end of the .TXT file, which can later be edited using any word processor.
- **Solutions->Text:** Saves into the corresponding PBM files the selected positions' solution text. Warning: when you do this, the existing saved text is definitively replaced with the text in the editor.
- **Duplicate information:** Duplicates and saves a text as determined in the corresponding information field of a selected position group. Warning: any information previously entered will be replaced with the selected text. For the "Source" zones, you can select a number from which Problemist will increment (e.g. Diagrammes 1996 n°2498, Diagrammes 1996 n°2499, etc.)

In the case of a multiple selection, each position is processed according to its ranking order in the list. To change this listing number use the "**Up**" and "**Down**" buttons.

5.10   Visualizer

This command allows you to see up to eight little diagrams simultaneously.

It is accessible from:
- {Position | Visualize}. This displays all the problems in the current file.
- The List of problems dialog box. This displays all the problems highlighted in the list.

You can load onto the current chess board one of the displayed diagrams by double-clicking on the corresponding position.

Browse through the samples with the scrolling bar. By double-clicking on the cursor in the vertical scrolling bar, move one line forward or backwards (four positions).

6   Board Menu

6.1   Clearing and restoring the board

Clear

This commands clears the current chess board as well as the corresponding information. The deleted position is temporarily stored in a buffer and can be restored with the Restore command. However, the information is definitively lost.

If you access the command through the menu, a dialog box allows you to set the delete options by un-ticking the information you wish to keep when the chess board is cleared.

Restore

Use this command to restore the chess board previously cleared through the Clear Board command.

6.2   Setup Mode

Editing the position using the keyboard
- Activate the setup mode (**[F3]**)
- To place a piece on the chess board using the keyboard, select a space using the arrow keys, then type the piece's initial, using low case for the blacks and upper case for the whites.
- To remove a piece, press the space bar.
- Use the **[+]** or **[-]** keys to scroll through all the available pieces.

Editing a position using the mouse:

▶ To place a new piece, right-click to activate the setup mode and open the piece box. The pieces can then be removed from the box and copied on the chess board.

▶ To move a piece on the chess board, click on the piece and drag it while pressing down the left button.
▶ To copy a piece on the chess board, move it while pressing down the **[Ctrl]** key.
▶ To remove a piece from the board, drag it outside the chess board.

Shortcuts: While in setup mode, you can place a piece on the board by pointing the mouse at a square and then typing the piece's initial.

Tips: When you right-click in the piece box, the piece will remain highlighted until you click again on the same button.

Problemist interprets repeated placements of the same piece as a colour change. Thus **[r]** on an empty square would place a black rook there. Now, if **[r]** was pressed again, the rook could become white, and so on.

6.3   Copy the board

This dialog box is designed to recover and copy the current chess board in another position using the Forsyth notation style.

Here is how to proceed:
▶ Copy the text from the dialog box editing zone in the clipboard and close the dialog box.
▶ Open the position where the data should be copied
▶ Open again the dialog box
▶ Paste the data in the dialog box editing zone

6.4   Special Effects

To shift the position or re-orientate the chess board, use the special toolbar.

Or use the num pad (in setup mode).

Key Command

[6] shift one column to the right

[5] rotate 90°
[4] shift one column to the left
[9] reverse position vertically
[8] shift one line upwards
[3] reverse position horizontally
[2] shift one line downwards
[7] switch colors

For a torique translation (as in a cylinder), hold down the **[Ctrl]** key while typing the number.

7   Solution Menu

7.1   Solving and Analysis

Searching mates

Problemist can find mates up to 6 moves ahead in direct mode, or 5 moves in other modes.

It knows all the chess game particular rules, including pawn movements, castlings, en passant, pawn promotions and sub-promotions.

Before launching any search, the program checks whether the position is valid.

Warning: The number of moves adopted by the program depends on the figure entered in the Problem Type dialog box (default 2 moves).

The search progress is displayed on the status bar.

A warning message appears if no solution can be found or if the search is prematurely interrupted (by pressing the [Esc] key).

Analysis

Once the search is completed, the program analyzes the solution and streamlines all the variations. The analysis progress is displayed in the status bar.

7.1.1   Position Validity

Position validity

When the mate search is launched, Problemist automatically checks whether the position is correct. If the position is incorrect or doubtful, a message explaining the first error encountered by Problemist is displayed. Fatal errors that will prevent any searches are the following:
*   No black or white king
*   More than one black or white king

- Pawns on promotion squares
- Black king in an apparent chess position (if the "Actual Play" or "Try Play" option is active)
- The position is too complicated.

However, the following errors will lead to a simple warning message but will not hamper the mate search:
- More than 16 white or black pieces
- More than 8 black or white pawns
- Promotion pieces
- More than one bishop of the same color on squares of the same color.

The "Modified position" message appears when the solution is displayed if the position has been modified since the last search.

7.2   Refresh Solution

To display the solution anew without any modification or with new <u>solving options</u>. A warning message appears if the position has been modified since the last search.

This function is helpful mainly for more movers or un-orthodox problems, for which the search can take longer than usual.

7.3   Testing a move

Use this command to test a move among all the valid moves to check the variations and refutations (If the tested move turns out to be the problem key, don't expect a pat on the back: Problemist will simply not display any refutation.)

Choose the move to be tested using the "Valid Moves" dialog box.

This command is not available in helpmates.

7.4   Solving and Writing Options

Different options are available for each <u>mode</u> supported by Problemist.
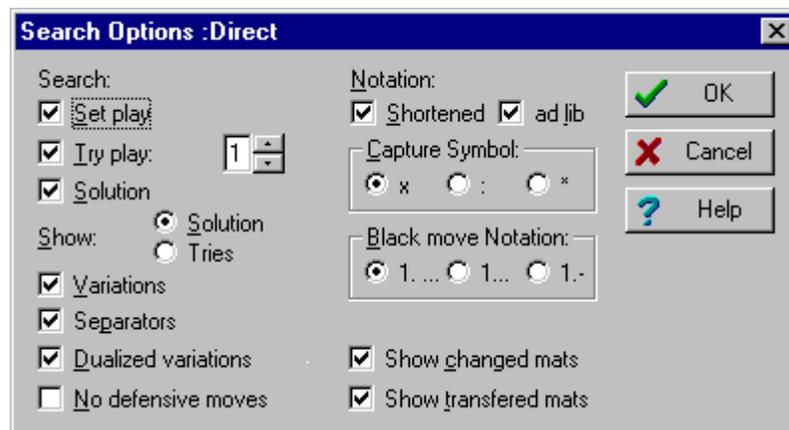
Search:

‣ **Set Play:** To search the play prior to the key
‣ **Try Play:** Searches the try play. The number of accepted refutations ranges from 0 to 9 (default setting: 1).
‣ **Solution:** Looks for the problem's solution(s). This option is active by default.

Tip: While composing a problem, it can prove useful to only check the "Set Play" option to display the variations from the key position.

If, in direct mode, the "Try Play" option is the only one retained, all the legal moves will be contemplated.

Search options

‣ **Variations:** Active by default, this option displays all the mate variations. Mates as a result of a BK flight are always displayed.
‣ **Separators:** Displays even the black moves which parry some (but not all) threats.
‣ **Dualized Variations:** Displays even dualized variations
‣ **Non defensive moves:** Displays even all the other black moves which do not parry the existing threat(s)

Additional options can be set for solution and try plays:
‣ **Changed mates:** Shows changed mates.
‣ **Transferred mates:** Shows transferred mates.

Note: If one of the two preceding options is selected and the "Variations" option is not selected for the actual and try plays, only the thematical variations are displayed.

Writing options

‣ **Abbreviate:** Moves are shown in the De4 form instead of Dh1-e4. Threats are displayed in square brackets. Column initials are accentuated. Problemist will clear up any ambiguity where necessary.
‣ **Ad lib:** Ad libitum moves (which introduce the same variations as if the piece had played a move outside the board) are followed by the ad lib mention in normal notation mode or the ~ sign in abbreviated notation mode.
‣ **Black move:** To change the black moves prefix.
‣ **Capture sign:** To change the capture sign.

The current options are automatically saved when you quit Problemist.

7.5   Saving the solution

Save the text

This command is used to save in the current file the text currently displayed in the editing box. Text length is limited to 4098 characters.

This text will be automatically loaded in the editing box when the position is opened again.

It is also possible to load it again in the editor with the Re-load Text command.

The command is unavailable when the current file is missing.

Reload the text

Use this command to re-load in the editing zone text that has been previously saved with the Saving text command.

7.6   Find Text

Use this dialog box to define which text to be found in the editor.

The function has been designed to help find moves or key words (Key, trial...). In some cases the solution can be quite extensive...

Text which has already been selected will automatically appear in the box's editing zone.

Once the text has been selected, the program will look for the first occurrence of the text. To find the following occurrence, press **[Ctrl]+[F]**.

8   Misc. Menu

8.1   Display Options
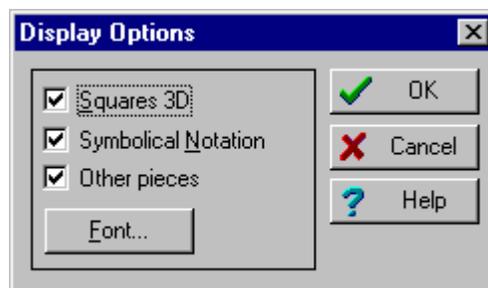
Use this dialog box to change the following options:

▸ **3D black squares:** Adds/Removes the 3-D effect on the diagram's black squares

▸ **Symbolic notation:** Activates/Deactivates the "Casefont" TrueType font. Pieces are referred to by their symbols, not their initials. This options uses the "Casefont" TrueType font.

▸ **Other pieces:** Changes the piece design.

▸ Use the "**Font**" button to change the font used by Problemist. The font size must be comprised between 8 and 14 (a size between 10 and 12 is recommended).

8.2   Biographical Selection

The Authors' list dialog box allows:

● To change the authors list used by the Information command, use the "**List...**" button to load a new list. Each line of the text file must be in the following format:

SURNAME, Name;AAAA;AAAA;Country

Should any of the four semi-colons be omitted, Problemist will stop reading the file.

● To select the authors depending on their dates of birth, dates of death and nationality. The resulting list can replace the list used by Problemist if the box corresponding to this option is checked.

Search examples:

▸ To find authors born between 1900 and 1910 who are still alive, you must enter the following search criteria:

Birth		Death	
1900	1910	2002	

▸ To find authors born after 1920 and who have since died:

Birth		Death	
1920	0	0	2002

Index