

## 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/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 ... ♞xd4

### `\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**.