Chinese Chess Bridge (Version 3.0 beta4)

Content:

Translations from Chinese by Jim (Xiangqi in English), search topic contributed by Chris, compilation by Georg (xq_info(a)gmx.de). Make your contribution and write about a topic not covered yet.

Scope of this manual

In this manual elementary functions of CCBridge are discussed. The aim is to give you a good foundation, so you can start to use CCBridge. The intention is not to provide complete coverage of CCBridge or a comprehensive translation. That's because the authors of this article are not well versed in every function of CCBridge. Have in mind: With CCBridge you can do even more.

Nevertheless, the information provided will let you enjoy CCBridge as a tool you never want to miss!

The manual supports the installation of CCBridge on non-chinese MS Windows computer systems, gives a translation of the menus including context menus and an illustrated description how to use the features of CCBridge.

If experts feel called upon to discuss additional features, they are invited to do so. Thanks.

Apologies for gaps (yes, there are...), mistakes, deficiencies, graphics quality, etc ….

No warranties whatsoever!

1. Overview

CCBridge is a powerful free Xiangqi database software in Chinese. The latest version to date (2009/9/15) is 3.0 beta 4. It is simple to work with, if you know which button to click. Don't be afraid of Chinese characters. This manual will help you through. CCBridge has a clearly arranged and attractive Graphical User Interface. With CCBridge you can

- record games,
- save data associated with games,
- record variations of a game analysis, treelike,
- add annotations,
- create your own libraries, game collections, manuals, which you can share with friends
- search the database by various criteria including position,
- load / import existing games / collections, which you find in the internet or get from friends
- handle the widely used xiangqi file formats: *.xqf (Chess Studios), *.pgn (common format), *.cbr (Chess Bridge Record), *.cbf (Chess Bridge XML), *.cbl (Chess Bridge Library),
- edit,
- generate board graphics,
- merge or split libraries.

This is the (slightly rearranged and extended) detailed summary of the functions from onegreen website in China (http://game.onegreen.net/):

A. Basic functions:

1. open .xqf , .pgn , che , mxq , ccm , cbr , cbf , cbl files, which are the most commonly used formats in China. Practically everything…

2. save in xqf , pgn, txt , cbr , cbf , cbl formats

3. able to be opened from practically everywhere, from the library, from the files…

4. able to create your own boards and formations ...

5. support of FEN (Forsyth–Edwards Notation) for import and export

6. book mark functions

7. able to open different files related to the same position (database search)

8. able to go back or forward and open new files (navigation through libraries, reopen recent boards)

9. able to copy and paste at all levels … files, games, variations

10. able to copy the positions of the pieces on a board and paste them in Word, Photoshop …

11. able to paste in many different ways

12. **IS THE BEST SOFTWARE TO DATE, ABLE TO SOLVE THE PROBLEMS OF SEARCHING AND FINDING THE SAME POSITION ON THE BOARD FROM DIFFERENT FILES AND LIBRARIES !!!**

13. **ABLE TO COMBINE CHESS MANUALS. AND TO BREAK UP ALL THE VARIATIONS OF ONE CHESS MANUAL INTO MANY DIFFERENT SINGLE BOARDS**

14. able to switch sides (red ↕ black) and able to flip the board (left ↔ right) so that C2=5 becomes C8=5 in the game record

15. easy to use, just click on a piece to move it

16. supports UBB (where you can download ZILLIONS of manuals from www.dpxq.com and then use it interactively. Supports sound, movement, color changes ...

17. able to generate boards by import or export functions , using java applets and UBB files, and text ...

18. **able to view a variation or subvariation WITHOUT having to close the original window. BLOODY USEFUL FN**

19. **able to use the recorded moves as a base to have an interactive game. For example, for any formation, you may practice solving it as if playing in an actual game.**

>>> This way CCBridge acts as a coach helping you to memorize games, variations, maneuvers … !!!

20. support UCCI , able to play against the computer.

21. **to key in moves, you may move the pieces or just type. For example, p2p5 or 6225 would be equivalent to C2=5.**

22. able to change the looks of the board.

23. able to switch the board so that you look at it from black's angle (no changes in the game record =>14.)

24. able to play the moves automatically, for really lazy people…like me.

25. able to adjust the size of the board and also the characters of the board.

26. **for pgn documents, able to support ICCS and allow saving**, may be useful for International Chess players not familiar with the notation.

27. can have sounds and movements or just switch them off.

28 and 29. able to search for the same formation of different games in your library.

30. **no limit as to the number of moves in any game or manual, as long as there is sufficient memory on your computer.**

B. Managing your own library

1. able to organize and categorize your chess manuals.

2. able to organize chess manuals of the same sort into one neat folder.

3. able to switch and change and save files of different formats.

4. able to copy chess manuals, move and other basic fns.

5. able to give a chess manual a short name/title. For example, you could save all of GM Xu Yinchuan's manuals under one simple folder and find it by keying in xyc .

6. able to delete unnecessary games.

7. able to move different files into one simple folder.

8. just type in the first few characters of a folder and it would appear.

9. able to rearrange the order of the chess manuals.

10. able to change various setting of the folder in bulk.

11. able to view various chess manuals easily.

12. able to search or use for one or more chess manuals of the same sort easily.

13. can include sound, pdf, txt , diagrams …. in the same file.

14. able to copy, delete, filter, choose, rearrange…. Just write a script and search the net for it.

15. many options

16. double click to open

C. Search and generate statistics

1. **can search for the same formation of the pieces, eg a certain variation of an opening , can search for the games by the same players … and able to put certain variables when searching eg, I want to search for the games played by Hu Ronghua, but I only want the games where he plays the elephant opening and loses… DAMN, this IS GOOD! Have not tried it out yet …**

2. able to add on to the list that you generated in 1. so that ...

3. able to build your database at the same time or different databases at different times

4. able to copy or delete

5. able to combine chess manuals

6. able to view your results

7. double click to open in the result list

8a. able to set parameters to limit your search to parts of your database

- eg: you only want to search your endgame folder

- eg: you only want to search for games which Red had won

- eg: you want only results where Black is to move in the search formation

8b. **able to search by piece strength (ignores search formation and finds positions with identical pieces) … extremely useful for your endgame studies** !!!

9. able to view the winning percentages, losses …

10. use the "ctrl+del" key to help you get rid of unnecessary games

11. only needs 0.3s for a Q6600 4 nucleus computer.. (I am a happy with my antique…)

D. Others

1. uses Unicode so that simplified and traditional Chinese chess manuals can be alternated and used together.

2. supports GB2312 , GBK, Big 5 , UTF-8

3. support scripts

4. **able to export UBB code** *[DhtmlXQ]...[/DhtmlXQ]*, **which you can use as input to the xiangqi viewer from** http://www.dpxq.com/ **and this way enables you to publish xiangqi boards on your website** !!!

5. able to clean the search board by double clicking the right mouse button (!)

6. least requirements 800*400 for viewing and least computer requirements windows 2000

2. Where to get CCBridge

You can download CCBridge free on http://www.ccbridge.net/ :

Just click 下载象棋桥3.0beta4(2009.04.08更新) above the screenshot. The file CCBridge3.zip you get is of size 1.636.284 Bytes (A). On some download sites there is a setup version with 2.278.902 Bytes (B). *You might search the Internet with "CCBridge3 download" and get several hits (see 9. Where to find ...).*

3. Operation Environment / System Requirements

This program must be run under Win32.

MS Windows: Win9x/NT/2000/XP/2003 *or higher*

Memory: 5MB (Database/Library not included)

Font: Chinese

Monitor: at least 800*400 px

4. Installation

Before the installation of CCBridge you should have installed the Chinese Font already, if you don't like to see Ãß¦ñÍý+¦ãÁ (-ñ) ¦+-·¢¡¨+÷ã+ or ?????????????? (see Appendix 1).

Version (A): Unpack and execute.

Version (B): Run the setup.exe and chose/name first the directory/folder where you want CCBridge to be installed and second where you want the HOME directory of all your data to be (.../CBL).

In case you run a non-chinese MS Windows system on your computer (most likely) you have to start CCBridge via the AppLocale from Microsoft (apploc.msi) for a better view of Chinese characters.

For those who are not familiar with apploc, it lets you launch a code-page based application in a different locale 🌍 than your system's setting 🌎 🌏. Let's say you have an html file with Chinese encoding and want to launch it with Notepad to make some changes. If your system locale is set to anything else than cn, you will see a bunch of question marks and garbage characters when you open the file with Notepad. You can either change your system locale which will require a reboot, or launch Notepad with AppLocale which will simulate the environment. (This information is from http://www.emreakkas.com/ , but I'm not sure. sry)

After the installation process you start CCBridge and get a window as in section 5.1. At first it looks very strange as it's all Chinese. But after little usage you will become more and more familiar with it. Your xiangqi will profit from CCBridge and your strength improve. So it's more than worth the effort. ☺

5. CCBridge-Windows / Tabs

CCBridge has three tabs (📄 打谱 📁 棋谱管理 🔍 搜索) which you can use for different tasks.

5.1 Board Tab
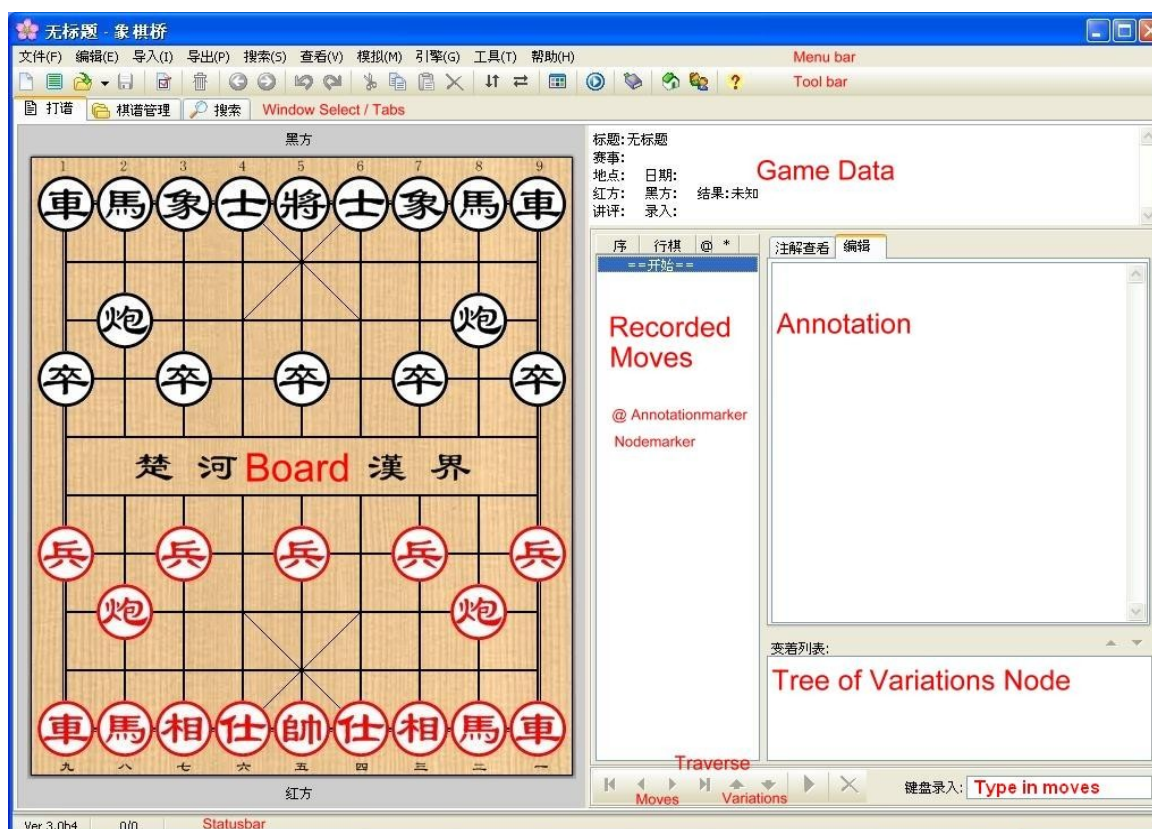
This is for game input, edit, annotate and game review.

For **input** you click on the piece to move and then click onto the position you want it to move to. The mouse cursor changes its appearance in the process. When you hover over a piece or over an allowed position to move to it's a hand, else an arrow. Recorded moves are shown immediately in the window right next to the board. They are in Chinese notation of course (see section 8. Read Chinese Chess Moves).

With the arrows ◄◄ ◄ ► ►► you can traverse forward and backward to **review** your games. For automatic replay click ▶ .

If you input a new move in the middle of the game, a **variation** is created. Next to the move a number and a letter indicate, where you are: 5. 仕六进五 3A '3A' means that there are three variations and this is the first

variation labeled A. You see details of the node in the right bottom window.

变着列表:
A. 仕六进五
B. 炮八平九
C. 仕四进五

With 🔺 🔻 you jump to the next tree node in either direction. In the top right window the game data is shown. You can annotate games in the middle right window choosing the second tab 注解查看 编辑 .

To learn about saving and loading games or libraries and what else to do in this window please refer to section

6. Translation … A. Menu bar … a1. FILES … and 7. How to ... .

Rem.: There are context menus (right mouse button) in almost every subwindow!

5.1.1 Context menus in the board window
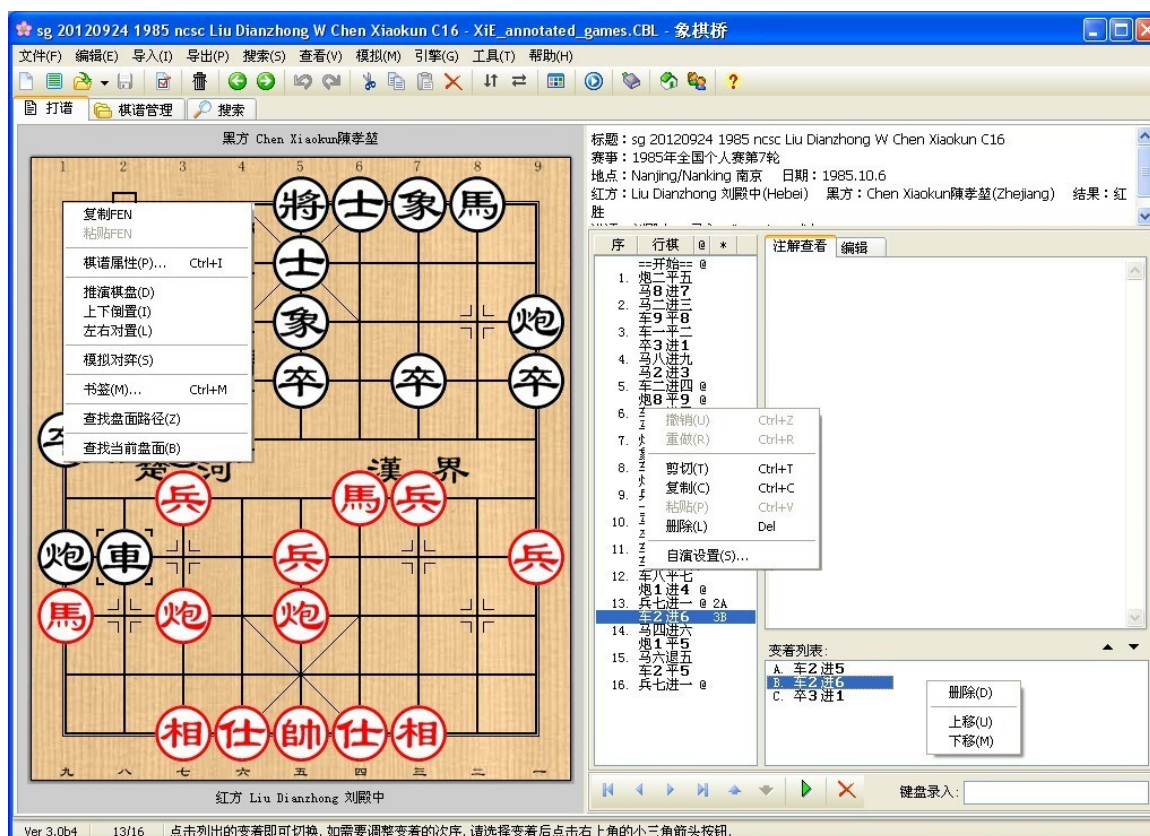
Context menu when you click with the right mouse button on the board:

FEN	: copies the FEN to the Windows clip board (WCB)
FEN	: generates a board with the FEN in the WCB
P	: opens the game data dialog, properties
D	: opens a small board to record moves or test variations (deduce board)
I	: switch view angle to the board (flip red ↔ black)
L	: switch sides (turns left ↔ right)
S	: start the simulate mode, CCBridge acts like your XQ coach
M	: bookmark function to find a particular board easily later
Z	: search for same track, for the FEN (F11), otherwise fn is unknown?
B	: search database for current position (F12)

Context menu when you click with the right mouse button on the move record:

|	
Ctrl Z	: undo the last action in the move record
Ctrl R	: redo the last undone action in the move record
Ctrl T	: cut the continuation to the internal CCBridge clipboard
Ctrl C	: copy the continuation to the internal CCBridge clipboard with ALL variations and footnotes. Very useful!
Ctrl V	: paste from the internal CCBridge clipboard with ALL the variations and foot notes. But the starting position must be the same!
Del	: delete the continuation including the branches
S	: set speed for autoplay (sec/move)

Context menu when you click with the right mouse button on the variation select:

D　　: delete move and associated variation(s) and subvariations(s)

U　　: move variation up in the tree for variations, 3b becomes 3a and vice versa (compare diagram at the beginning of this section 5.1.1)

M　　: move variation down in the tree, 3b becomes 3c and vice versa

5.2 Directory Tab
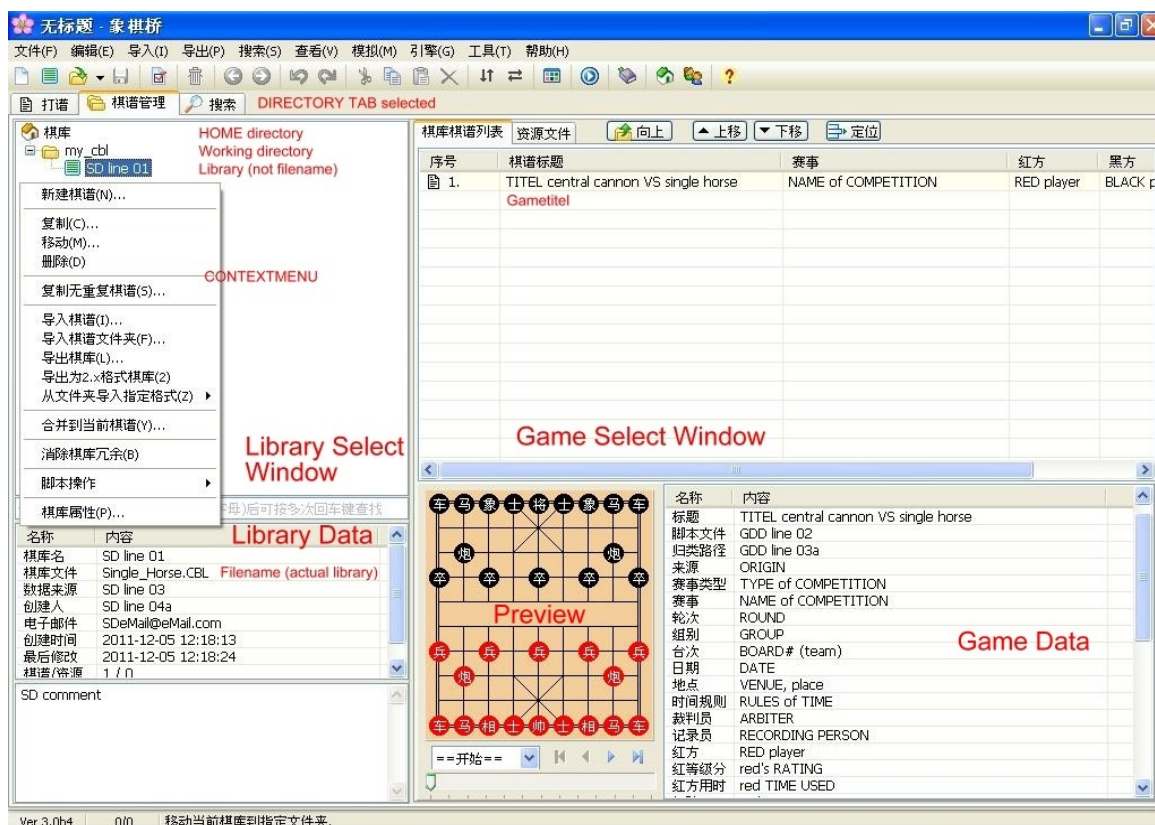
In the directory tab you can create new libraries or browse existing ones in the library window. Selection and preview of games is done on the right. Library data and game data are shown of selected (1click) items in the corresponding bottom subwindows. Doubleclick will always open items (folders, libraries, games).

This tab is also rich of context menus. Click with the right mouse bottom on an item and create, delete or do what is offered. WARNING ! Be careful ! The context menus look all similar. To work with the item you want to select click directly on it, not nearby. Otherwise you might damage your work by executing an action you never wanted to.

Important: In this tab you can import into and export games from libraries. Great thing! Refer to the corresponding part in the How to.... section.


Rem: **Drag n drop**

CCBridge supports drag and drop for import operations of libraries (*.cbl) and records (*.cbr, *.xqf, ...) as well as for moving items.

MOST POWERFUL IMPORT FEATURE. Can drag a file for example from your desktop into the library window and it would appear there. You would just have to reposition it like a librarian to the place you want.

See section 7.10.1 also.

5.2.1 Context menus in the directory window
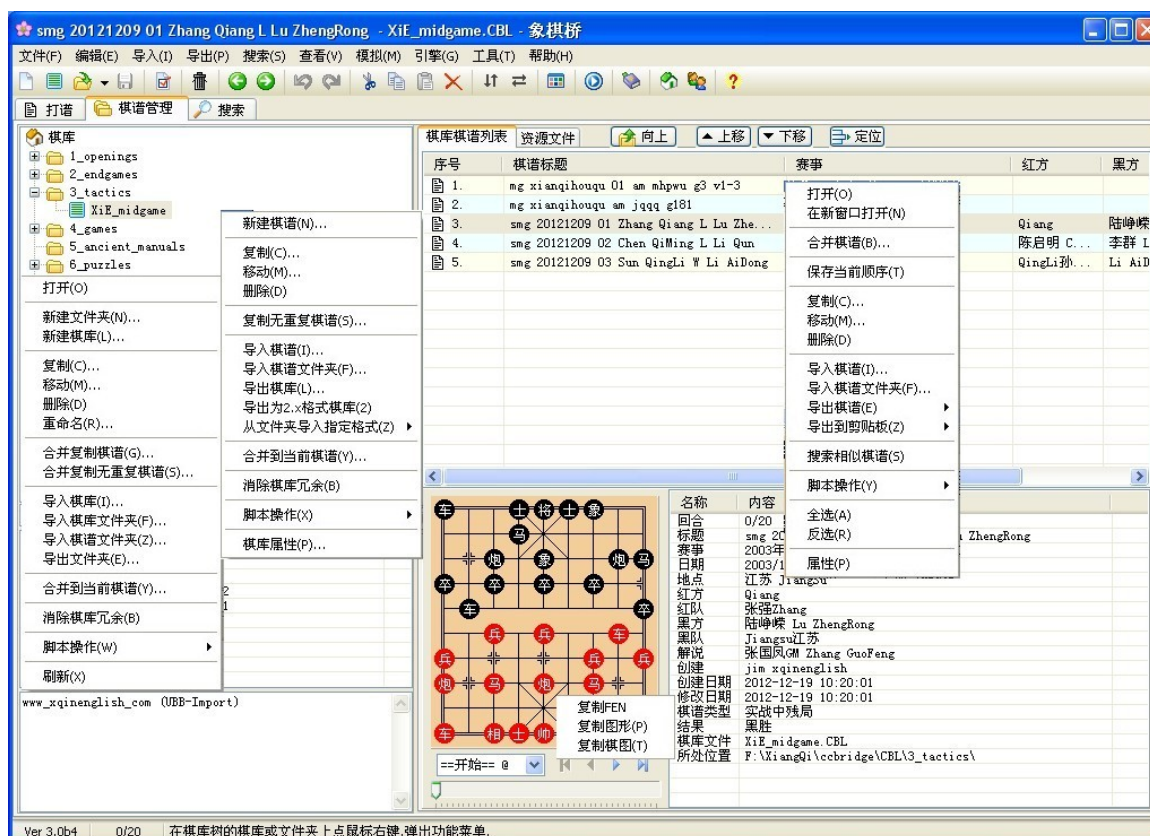
Context menu when you click with the right mouse button on a folder 📁 :

O : opens the folder in the Windows Explorer

N : a small dialog box appears for creation of new subfolder (see)

L : create a new library, the title you name in a dialog (see)

C : copy folder, the destination you determine in a dialog box

M : move folder, the destination you determine in a dialog box

D : delete folder

R : rename folder

G : combine the content of the selected folder (including subfolders) to a library. Totally identical doublets are excluded, but records with different game title, different footnotes or different variations are included though identical in the positions and moves.

S : combine the content of the folder without doublets to a library (no same); not sure!!

I : import library (*.cbl) into the database, a copy will be generated

F : import ALL libraries (*.cbl) of a folder (Windows) into the selected folder of the database (CCBridge)

Z : import ALL game records (*.cbr, *xqf, compatible formats) of a folder into an automatically created library titled "folder_name.cbl"

E : export the folder to a destination you determine (in fact a copy)

(Y)...
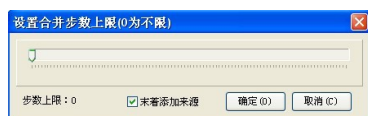
Y : combine ALL records with the same starting position as the record you are viewing to a single record. Operation is done on ALL libraries of the selected folder; the number of half moves considered is set by a slider (see left) => set 30 – get 15 full moves. The footnotes and subvariations would also appear and there would be a message in Chinese, denoting that the origin of the comments.

B : rebuild; Eliminate unnecessary stuff from the library. Never used it. Proceed at your own risk.

W : managing your directory; several sub menus, see paragraph below

X : refresh directory

(W)-Item in the folders context menu: Managing your directory   [*I was unable to verify all functions*]

Scripts in the background copy, delete and filter records in the folder including subfolders.

[*If you know how to use these features, please contribute a corresponding paragraph to this manual.* ☺]

WXY: copy/combine the content of the folder to a (new) library, inclusive of the comments(?)

   ? A combination (folder+subfolder) excluding 100% doublets seems to be generated, similar to fn (G) ?

WXZ: copy the folder, inclusive(?) of the variations(?)

   ? Combines less than (WXY), but what was excluded I could not find out. ?

WYY: delete (some/all?) records of all libraries in the folder, also deleting the comments(?)

   ? Seems to delete ALL records of ALL libraries (folder+subfolder). You get empty libraries. ?

WYZ: delete (some/all?) records of all libraries in the folder, also(?) deleting the variations/subvariations(?)

   ? Seems to delete less than (WYY), but what was excluded I could not find out.?

WZX: filter game data and annotations, search for words and symbols and replace them

WZY: delete all comments/annotations when filtering

WZZ: delete all variations/subvariations when filtering

Context menu when you click with the right mouse button on a library 📗 :

新建棋谱(N)...	
复制(C)...	
移动(M)...	
删除(D)	
复制无重复棋谱(S)...	
导入棋谱(I)...	
导入棋谱文件夹(F)...	
导出棋库(L)...	
导出为2.x格式棋库(2)	
从文件夹导入指定格式(Z) ▶	
合并到当前棋谱(Y)...	
消除棋库冗余(B)	
脚本操作(X) ▶	
棋库属性(P)...	

N : create a new game starting with the game data dialog

C : copy a library to another folder you determine in a dialog

M : move a library to another folder you determine in a dialog

D : delete the library

S : copy records without doublets (no same, no repetition) to library (?)

I : import games in various formats (*.cbr, *.xqf, ...) into the library

F : import all records (compatible formats) of a Windows folder into the library

L : export the library in CCBridge's version 3.0 format

2 : export the library compatible to CCBridge version 2.x

Z : import game records from a folder in different text based formats (eg UBB code of one game in a file *.txt, ...)

Y : combine records of the library (with the same starting position as the game you are viewing) , limit of half moves set by slider

B : rebuild; Delete extra, unnecessary records. Proceed at your own risk

X : >>> similar to W in the folders context menu above, script operation on the library

P : edit the description/comment of the library; properties

Context menu when you click with the right mouse button on a game record 📄 :

打开(O)	
在新窗口打开(N)	
合并棋谱(B)...	
保存当前顺序(T)	
复制(C)...	
移动(M)...	
删除(D)	
导入棋谱(I)...	
导入棋谱文件夹(F)...	
导出棋谱(E) ▶	
导出到剪贴板(Z) ▶	
搜索相似棋谱(S)	
脚本操作(Y) ▶	
全选(A)	
反选(R)	
属性(P)	

O : open the game in the board window

N : open the game in a new instance/window of CCBridge

B : Combine selected records with same starting positions to the game you are viewing. Variations, subvariations and comments included. Limit of half moves set by slider

T : save the current order of the game records (save sort)

C : copy a game to a library you determine or create in a dialog

M : move a game to a library you determine or create in a dialog

D : delete the game from the library

I : import from a file in a game format

F : import all games from a folder into the library (games list)

E : export as game file in different xiangqi file formats (refer 7.11)

Z : export as text, UBB-code or java applet to the Windows clipboard

S : search database for this game (find doublets)

Y : managing the directory; similar to (W) in the folder context menu

A : select all

R : reverse selection

P : open game data dialog for simultaneous edit (dangerous!)

Context menu when you click with the right mouse button on the preview board:

FEN : copy the FEN to the clipboard as text, you can paste to an editor

P : copy the diagram to the clipboard, you can paste to any PhotoEditor

T : copy the position as "text diagram" to clipboard, paste to an editor

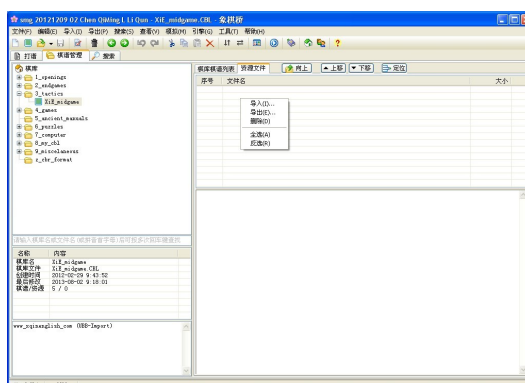The small deduce board has the same context menu.
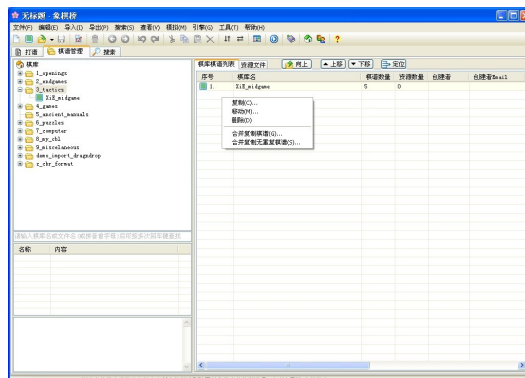
Context menu when you click with the right mouse button on the library list:

C : copy selected library/libraries

M : move

D : delete

G : combine; similar to (G) in the folders context menu, look there

S : copy without doublets (no same) ; not sure !!

Resources tab 资源文件 (rt side tab where the games are listed). *Function not clear.*

=> resources   => bookmarked games in this library ???   => media files added to a library ???

Context menu when you click with the right mouse in the area in the resources 资源文件 tab

I : import resource like text, pdf, pictures, flash or sound (media)

E : export resource like included media to external file

D : delete resource

A : select all

R : reverse selection

5.3 Search Tab
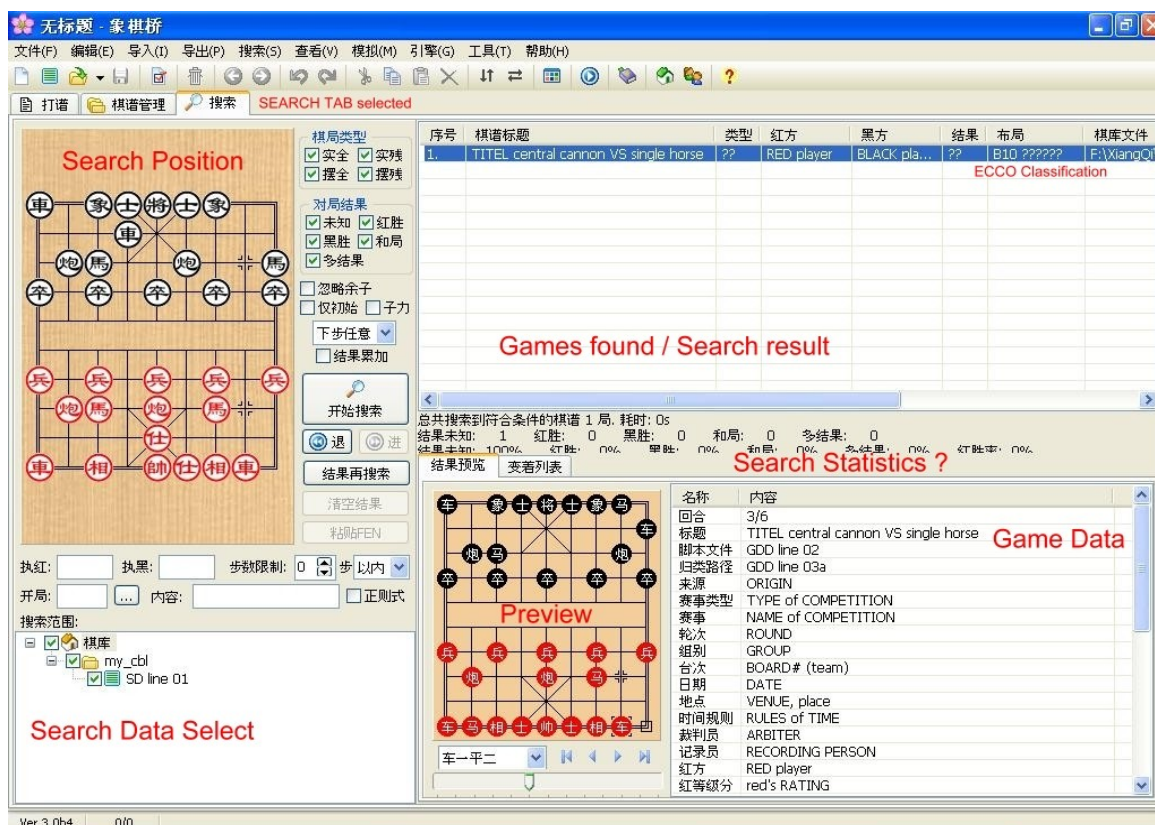
This search tab is pretty useful. You can search for games and positions with a bunch of criteria via check boxes, pull down menus and text fields: Type of game, outcome, piece combination, players' names, ECCO classification (Encyclopedia of Chinese Chess Openings), catchword, ...

With 退 进 you traverse your different searches you just performed.

Across the top of the interface, (file, edit, etcetera).....when you come to the (S) for search, I do not know what the first item in the drop down is, but the second one down "??????(B)" [see pic, shortcut F12]
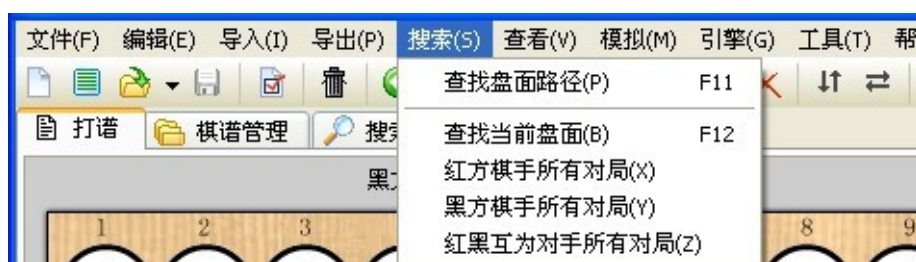
is just a quicker way to do the search we discussed with "Copy the FEN with 复制FEN /F9 in the board tab and import it with 粘贴FEN to the search board, then push the search button when you are the third tab over." What will happen is: CCBridge will do a search on the current board position AND consider the current check box situation in the search tab. So you can set your search criteria first, then using the drop down (or just hitting F12) will do a quick search of the current board with the current search parameters.

For a more detailed description of the search parameters refer to the How to.- section.

5.3.1. Context menus in the search window
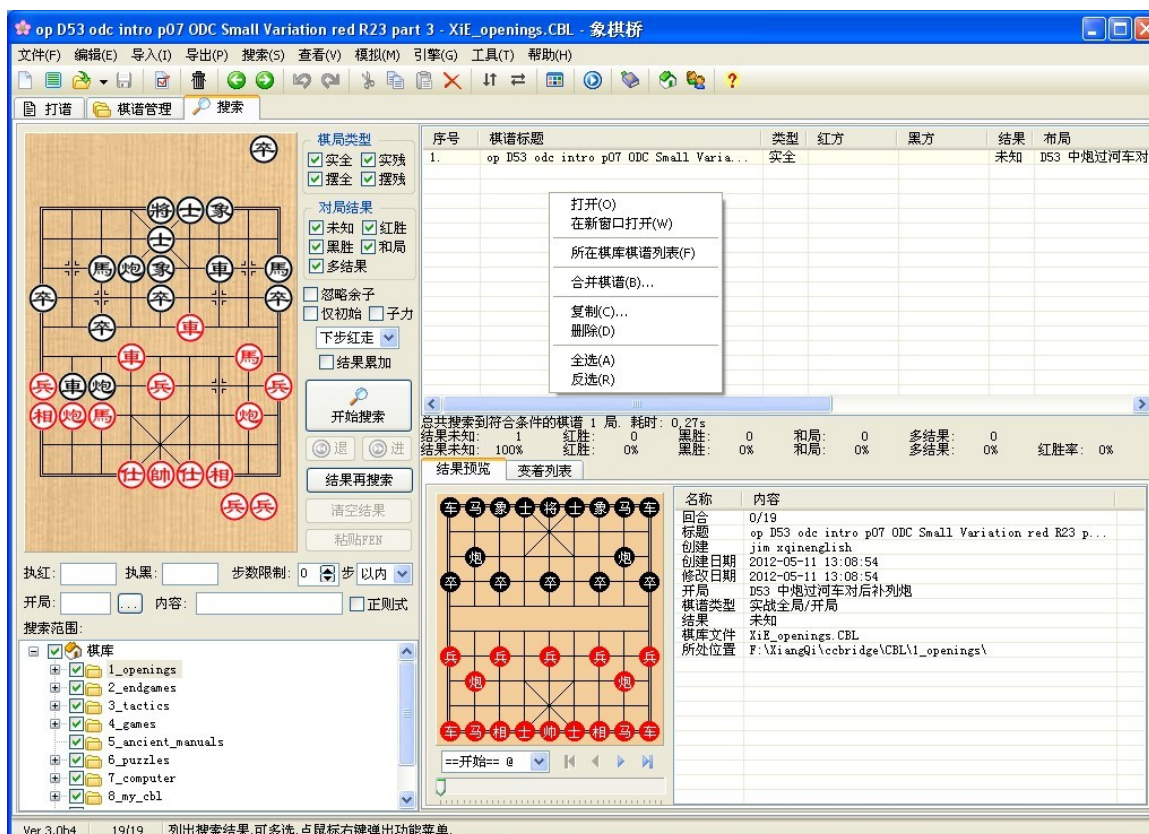
Context menu when you click with the right mouse button on a game found in the **result table**

O : open game in the board tab

W : open the game in a new instance of CCBridge

F : find and open the library which contains the game

B : Combine selected records with same starting positions to the game you are viewing. Variations, subvariations and comments included. Limit of half moves set by slider

C : copy the game to a library you determine in a dialog

D : delete the game

A : select all

R : reverse select

6. Simple Translation of CCBridge

Main window of CCBridge:
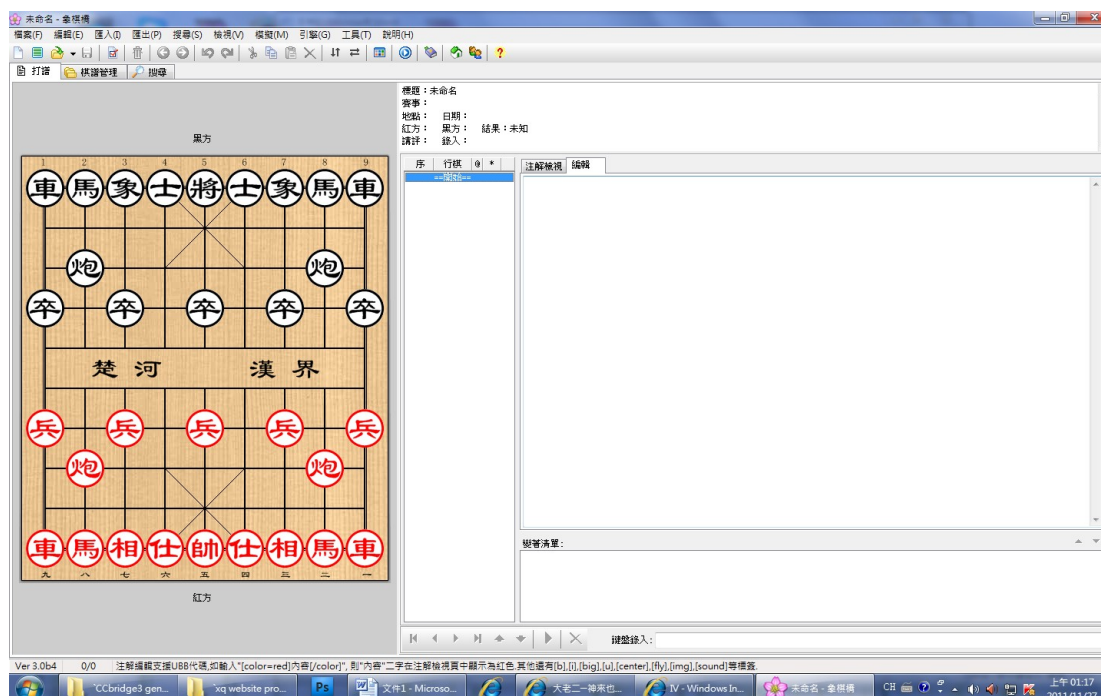
A. Menu bar:
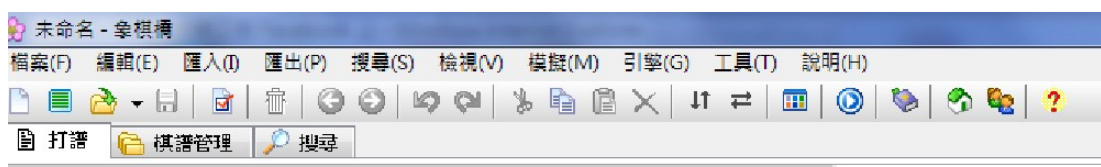
First , the menu bar on the top, from left to right.

檔案   **FILES** (almost the same as the 1st button on your Windows IE toolbar) , you get to create new documents, save…. in this section , same as in other Windows program

編輯   **EDIT** (almost the same fn as your Windows tool bar) , you can combine chess manuals here!

匯入   **IMPORT** , where you can import single games into the board

匯出   **EXPORT** , where you generate eg. UBB code in the Windows clipboard for html (JS xiangqi viewer)

收尋   **SEARCH** , where you search the database for positions actually shown in the board

檢視   **VIEW** , where you can switch sides... and set other view parameters

模擬   **SIMULATE**, "play" a game. CCBridge coaches you playing according to the actual game loaded. You can exercise openings, or endgames etc.

引擎   **CC ENGINES** , where you actually set the cc engines (never used it)

工具   **TOOLS** system settings (same as the tools button on your menu bar in the IE window)

說明   **HELP** , (same as the help/about button on your menu bar in the IE window) , can get a direct link to the CCBridge website in Chinese

a1. When you click on the FILES (F) button,

Ctrl N → new document

Ctrl W → create a new board supported by the game data Wizard

(Y) → run a new instance of CCBridge in a new window

Ctrl O → open a preexisting document

(Z) → open a preexisting document in a new instance of CCBridge

Ctrl S → save a document

(T) → save a document including status

另存到棋庫 (**A**) save as another document to the library in your computer (*.cbl). [never used it before]

另存爲檔案 (**F**) save as another document (*.cbr, *.cbf, *.pgn, *.xqf, *.txt).

*** most important !!! ***

Ctrl I → 棋譜內容 (**P**) → I normally just click on the icon which would be the 5th icon on the second row to get here | 🗹 | → refers a window that would jump out (**see game data dialog below**) .

***

Ctrl + Del → delete current entry

Ctrl + Left → to the previous board in the actual library

Ctrl + Right → to the next board (for the chess manuals or library)

書籤 **Ctrl +M** → bookmark (never used it before)

最近開啓(**H**) → history of recently opened documents

結束(**X**) → Exit (and the program will close)

a1.1 Game Data Dialog

Ctrl I → 棋譜內容 (**P**) → I normally just click on the icon which would be the 5th icon on the second row to get here: [icon] → refers a window that would jump out (see pic below) .

This is the perhaps the most important function.

You get to key in the title of your board, the author, the players, the result, the date and venue of the competition and so on…

You could also go to the small board in this dialog itself and double right click to clear the board and position the pieces of the formation one by one or just use mouse left click to move the pieces.

Next the dialog is shown in detail:

What you can do with it, it contains the basic information.

I label the games and openings this way so it does not get messy.

I hope the filled in explanation below helps.

This is the center of the dialog box above.

The **first line** refers to the **type** of the board:

實戰開局/全局　　　actual game played opening/whole game

擺譜開局/全局　　　board from chess manual opening/whole game (never used it)

實戰中殘局　　　　midgame/endgame from actual game played

擺譜中殘局　　　　formation from chess manual (eg the hundreds of games on my site)

Actually you do not have to click it at all, it generates itself

The **second line** refers to the **outcome** of the board:

棋局結果　　　　outcome

未知　　　　　　unknown

紅勝　　　　　　red wins

黑勝　　　　　　black wins

和局　　　　　　draw

多重結果　　　many outcomes (for puzzles and discussions on openings)

On the top right hand corner, just click 紅方 to tell the computer that in this game, red moves first , and 黑方 to tell the computer that black moves first. Try it and you will know what I mean.

And when you are finished, just click 確定 (**O**) on the right bottom. Or 取消 (**C**) to cancel. When you click (O)K, the board will change.

a2. EDIT (E) -button
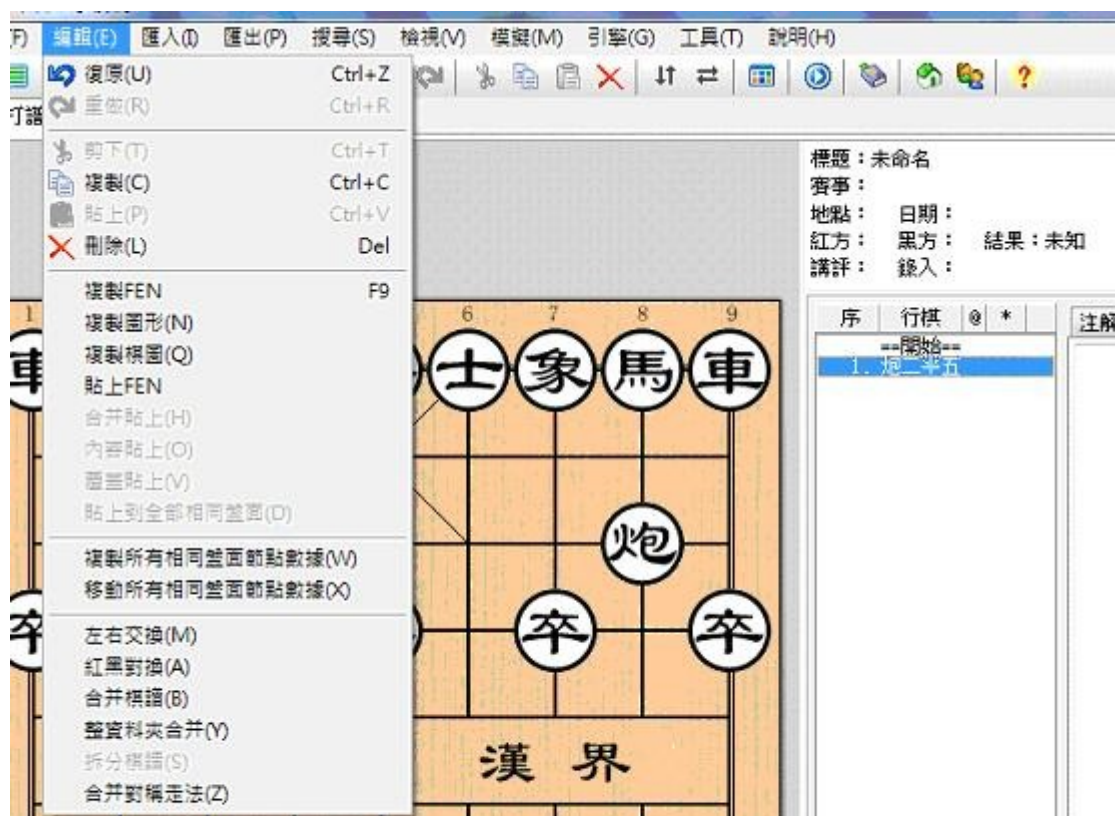
(U) Ctrl Z → go back / undo   (R) Ctrl R → redo

(T) Ctrl T → cut   (C) Crtl C → copy   (P) Crtl V → paste   (L) Del   → delete

複製 FEN → copy FEN (the FEN generated can be used on other boards to generate the same formation)

複製圖形 (N) → copy a picture of the board to the Windows clipboard. At whatever move on the board is

 showing, clicking this button will generate a picture of the board, whereby you can use your

 photoeditor to fix the picture (paste to a new document in the photoeditor).

複製棋圖 (Q) → copy board diagram as Unicode text, you can paste to a text editor

貼上 FEN → open a new board , then click this fn and CCBridge will generate the board for you with the

 FEN in the clipboard. very useful

合並貼上 (H) → combine and paste (do not know how to use it)

內容貼上 (O) → paste game data and start position to a new board from the CCBridge internal clipboard

(a copy to the CCB clipboard using the context menu in move list has to be generated before you can paste)

覆蓋貼上 (V) → override and paste, same as (O) but moves and comments are included in the operation

貼上到全部相同盤面 (D) → copy to all the same boards.

(W) and (X) → do not know what it means but it seems to copy/move all the stuff of one board

左右交換 (M) → switch the board from right to left and left to right by changing the record.

紅黑對換 (A) → flip the board from red to black and black to red by changing the record accordingly.

合併棋譜 (B) → combine chess manuals. Very useful fn. The super summaries on my site were done this

 way, by combining many boards, but sometimes, some information would be lost. Be careful.

整資料夾合併 (Y) → combine files/folders

拆分棋譜   (S) → break down the chess manual, so that one board contains only one variation (split)

合併對秤走法 (Z) → combine all symmetrical moves.

a3. IMPORT (I) is discussed

Java…   → Import Java applet . (never used it before...)

(Z)   → import chess manuals as text (Chinese notation) from the Windows clip board… (never used it)

(U)   → import UBB codes . have the UBB codes in the Windows clip board ok, and then press on this button and the board will be generated.

Chris demonstrates how to import UBB from the xiangqi viewer in the video on the Xiangqi in English main page.

Compare to the export button. Import and export buttons are complementary.

Rem: **UBB-Codes**

UBB-Code contains complete game data, comments, moves and variations in Unicode for Dynamic HTML. You can generate boards and show them in at your website using the xiangqi viewer from http://www.dpxq.com/ . In the rt pic below you see an example between the identifiers [DhtmlXQ] … [/DhtmlXQ].
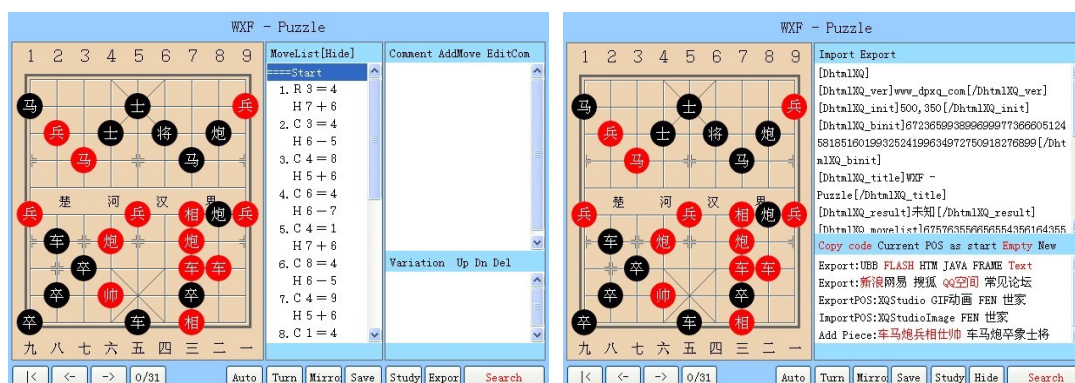
a4. The EXPORT (P) button is discussed here.
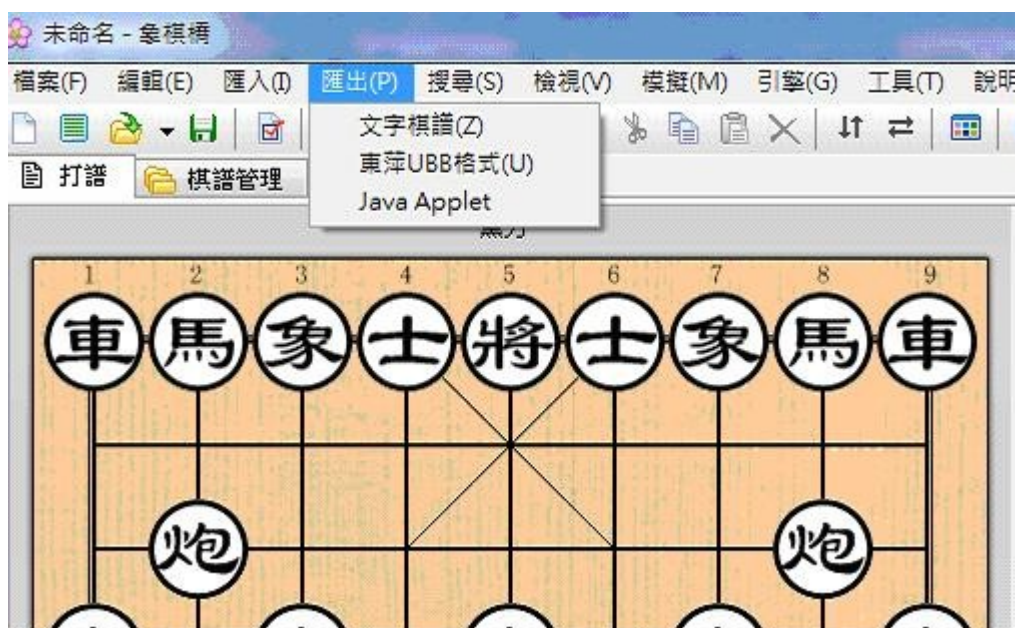
文字棋譜 (Z) → exports all the moves and comments only in the variation that is on the board now.

Another useful fn, the ECCO is generated… see below

When the new window pops up, scroll it down and you can see the ECCO , the FEN …

In the bottom left you can choose to export the game to the Windows clip board (lt btn) or to a text file (rt btn).

We continue with the export button:

東萍 UBB 格式 (U) → generate and export UBB codes (includes comments and variations) to the clip board

Java Applet → generate a JavaApplet , with eg code base "http://www.ccbridge.net/java/" ; never used it

In general: You can paste all exports to a text editor and see what is generated.

a5. SEARCH (S)

P   : ???

B   : search database for games with same position shown in the board (shortcut F12)

X   : List ALL the games played by Red for the same player

Y   : List ALL the games played by Black for the same player

Z   : List ALL the games played by the particular players of this game (search for pairing with either colors)

Of course, you would have to build a database first or have a database and MUST fill in the players' names in the game data dialog !

a6. VIEW (V)

I   : change the view from Red's to Black's angel and vice versa

L   : flip left and right sides

D   : open a small diagram box for testing or adding variations (deduce board)

1   : select board tab

2   : select directory tab

3   : select search tab

B   : show/hide toolbar

S   : show/hide statusbar

Z   : stay on top ; CCBridge window always visible

a7. SIMULATE (M)

S   : start the simulation, tutoring by CCBridge

CX   : you find Red's next move, CCBridge plays Black's move

CY   : you find Black's next move, CCBridge plays Red's move

CZ   : you find Red's and Black's moves

T   : speed of the response move

B   : simulate branches/variations on a random basis ; unchecked only the main branch will be simulated

H   : hide the move record during tutoring

a9. TOOLS (T)
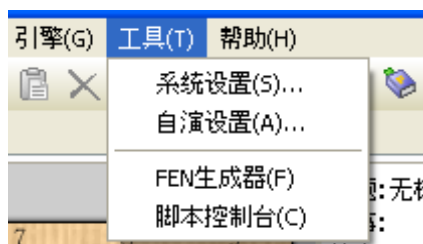
(S) Setup: Click on 系统设置(S)… after opening the tools menu.

You would get this dialog with 5 tabs (常规　文件设置　棋盘外观　导入　棋谱列表宽度):

1ˢᵗ tab (常规 **, General** settings**) :**

You may key in your name and email, so when you make your own chess manuals, the whole world will know when you uploaded them ….

面语言: for traditional and simplified Chinese and of course English but English is not listed there.

繁简显示自动转换: able to switch simplified to traditional Chinese but sometimes it goes haywire. Close this section if it does.

棋谱管理路径: the address of the folder in your computer ; here you can change the HOME-directory, if you want to.

搜索使用索引方式: one of the search fns. If you key in different variables, the program will search your entire library for a similar formation and form its own variable to make your search easier. When there is a change in the variables, the user may key in the changes by hand. Does not support the text in the files. Close it if it bugs you.

红方标签定义 / 黑方标签定义: the fn of this that when you view a game, it would show the name of the player. Other variables include the following:

{BR}	换行	{TIMERULE}	时间规则
{REDNAME}	红方棋手名	{COMMENTATOR}	解说者
{BLACKNAME}	黑方棋手名	{COMMENTATORURL}	解说者 email
{REDTEAM}	红方所属队	{CREATOR}	创建者
{BLACKTEAM}	黑方所属队	{CREATORURL}	创建者 email
{(REDTEAM)}	带括号的红方所属队	{DATECREATED}	棋谱创建日期
{(BLACKTEAM)}	带括号的黑方所属队	{DATEMODIFIED}	棋谱最后修改日期
{REDTIME}	红方用时	{ECCO}	ECCO
{BLACKTIME}	黑方用时	{ECCOOPENING}	ECCO 中文表述
{REDRATING}	红方等级分	{RECORDTYPE}	棋谱类型
{BLACKRATING}	黑方等级分	{RECORDKIND}	棋局性质
{TITLE}	棋谱标题	{RESULT}	结果
{CONTESTTYPE}	赛事分类	{RESULTNAME}	结果另一种表述方式
{CONTEST}	赛事	{RESULTTYPE}	结束方式
{ROUND}	轮次	{COLOR}	先行方
{GROUP}	组别	{BOUT}	起始回合数
{TABLE}	台次	{FEN}	FEN 字符串
{DATE}	比赛日期		
{SITE}	比赛地点		

"撤销"节点功能上限: when the number of chess manuals in your library exceeds the number set , the undo (remove) button will be no longer functional.

"撤销"次数上限: (still not very sure as to the how it is used) sets the number of times you are able to delete/revoke.

CCBridge supports UNDO: When you make a mistake in CCBridge, press "Ctrl+Z" and the current mistake will be corrected/undone. "Ctrl + R" will resume the features.

快捷替换不区分大小写: Support for quick replacement.

… … … … …

注解查看字体尺寸, 棋局信息框字体尺寸, 注解编辑字体尺寸:

Font size of annotation view, game message box and comment edit view. Set it till you are pleased.

主窗口标题显示方式: sets the way the titles are presented in CCBridge main window.

搜索线程数: ??? do not know what it means.

… … … … …

2nd tab (文件设置 **Text & Document** settings):
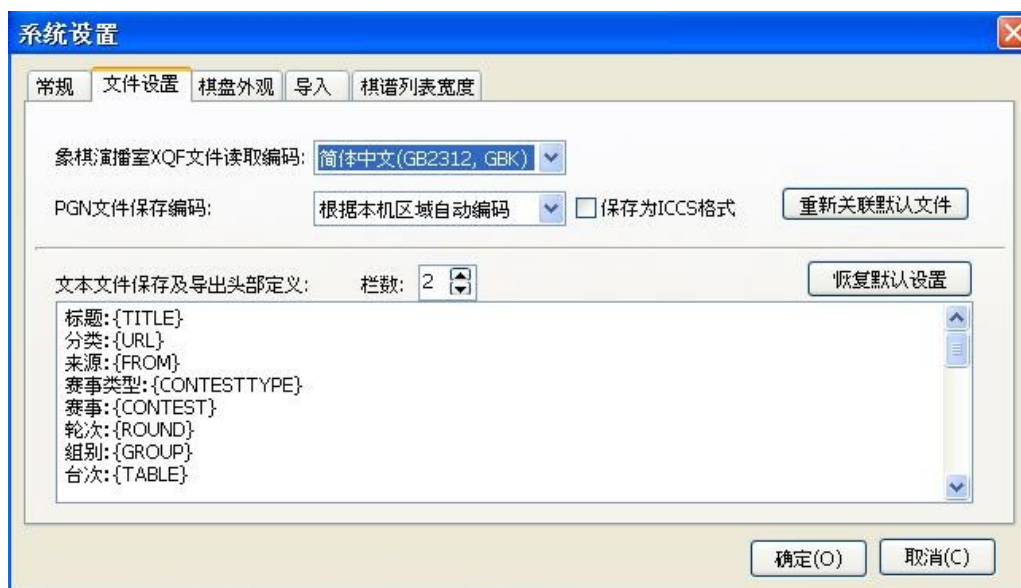
象棋演播室 XQF 文件读取编码 : to choose between traditional Chinese (Big5) and simplified chinese (GB2312, GBK)

PGN 文件保存编码 : PGN file encoding, set the code within the PGN file

重新关联默认文件 : …(? make *.cbl associated with CCBridge program in the Explorer: Doubleclick for open file ?)

文本文件保存及导出头部定义 : Header definition of exported text files

…

There are 3 more tabs not discussed here:

[*If you know how to use these features, please contribute a corresponding paragraph to this manual.* ☺]

3rd tab (**Appearance** settings)

Looks, sound, animation.

4th tab (**Import** setting)

Character filter.

5th tab (?)

(A) slider for autoset...???: Click on 自演设置(A)… in the tools menu.

[*If you know how to use this feature, please contribute a corresponding paragraph to this manual.* ☺]

(F) Visual FEN editor: When you click on FEN生成器(F) in the tools menu a dialog pops up.
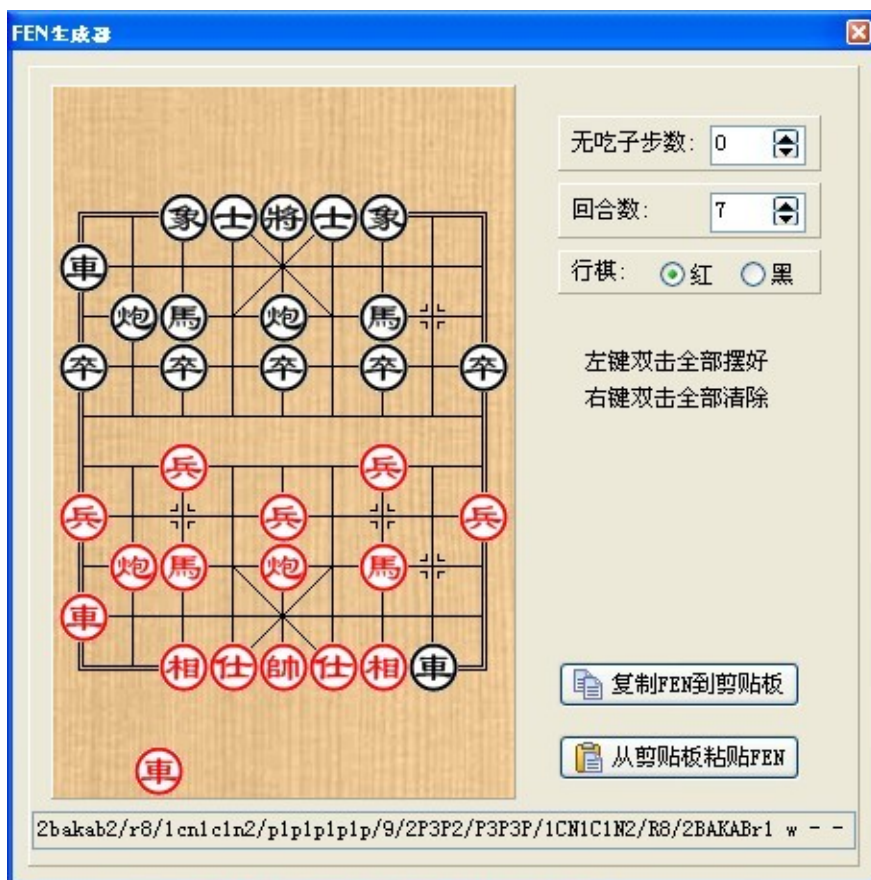
You can create, import, edit and export (copy to clipboard) the FEN using the visual editor.

Doubleclick with the right mouse button on the board will clear it. Doubleclick with the left mouse button restores the start formation. You position the pieces by clicks.

(C) Script console: Click on 脚本控制台(C) after opening the tools menu.

A window opens where you can write and run a script. The output is shown.

[*If you know how to use this feature, please contribute a corresponding paragraph to this manual.* ☺]

B. Tool bar

New board

New & Open new game data dialog

Open existing library (filename.cbl)

Save

Edit actual game data

Delete

Traverse games

Undo / repeat, revoke

Cut, copy, paste , delete

Turn, mirror board

Deduce board for quick variation input

Hide/view move list (Simulate game)

http://help.ccbridge.net/ (Help)

http://www.ccbridge.net/ (Homepage)

http://bbs.ccbridge.net/ (Forum)
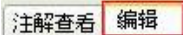
About.

7. How to …

7.1 Create a new Game

Click on , press Ctrl+N or go to the FILES menu and select the 1st item. You get a board with pieces at their start position. Add game data with the dialog you get by Ctrl+I or

(see 6. A. a1. FILES Game Data Dialog)

7.2 Input a Game

For the input of moves refer to section 5.1 Board tab. If a input mistake occurred click on the wrong move in the record, it becomes marked blue. To delete the wrong move and the moves thereafter press the DEL-button on your keyboard or click on . You can undo the delete by Ctrl+Z or click .


7.3 Annotate

You annotate moves by selecting the right tab of the annotation box 注解查看 编辑 . In this tab you can write and edit your annotations. In the left tab annotations are protected and you can only view. An @ marks annotated moves in the record subwindow.

7.4 Create Variations

When you have a game, opening or puzzle which branches out, go to the move where after you want to start a new variation either by traverse or by clicking on the move in the move list. Instead of the actual move to come after the blue highlighted one you make another move. The view of the existing sequence vanishes and space opens up for your new variation.
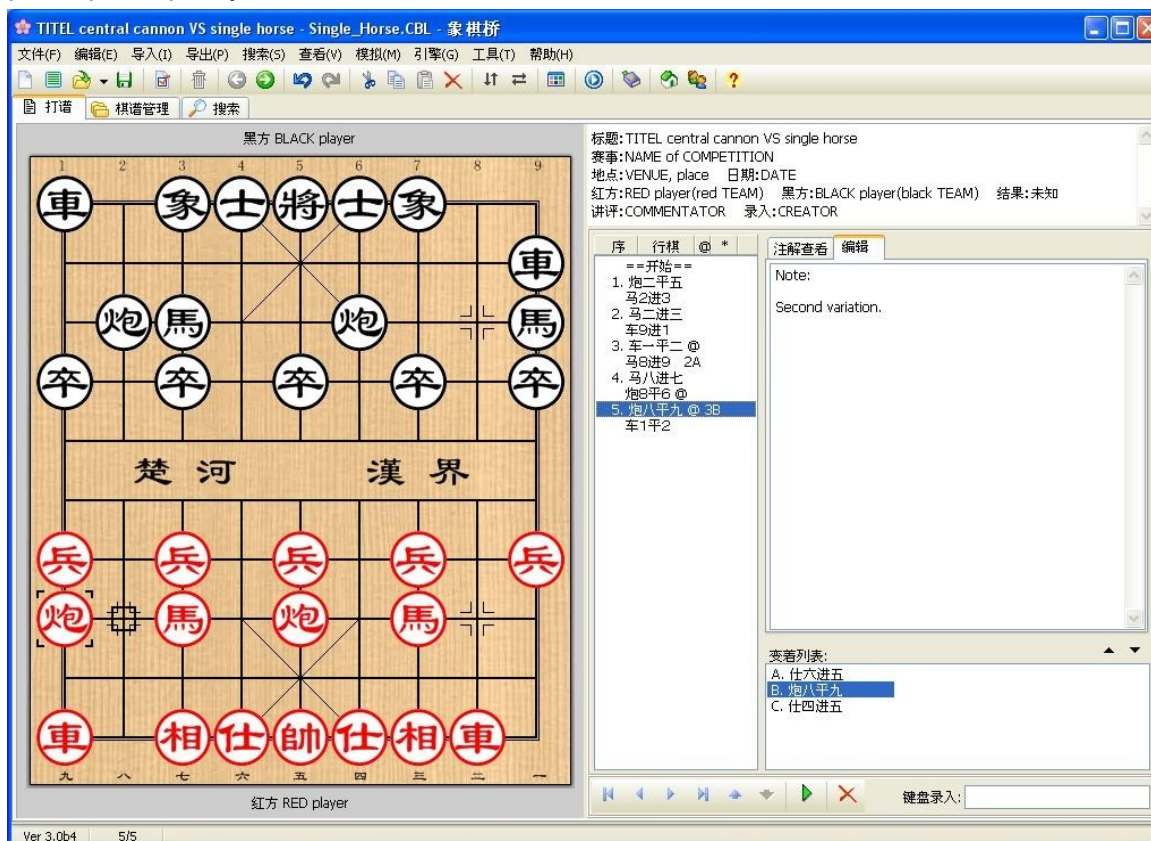

Just move the sequence you want to add.

In a similar way more variations can be created. They appear in the variations list with their start move. It is advisable to make a note @ the move before the game branches out. Select a variation by clicking or use the arrows ▲ ▼ above the variations list.

You can add a variation via a separate board also: Click on the button in the tool bar
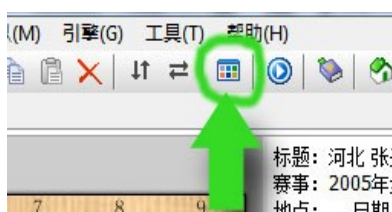
    and this pops up:
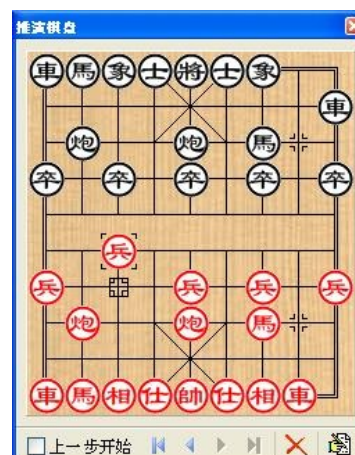
What we have here is an annotation board. Let's say you are exploring a game and now a new branch appears. Instead of adding it via the main board or writing it out by hand, you can make the moves on this annotation board (check or uncheck the box in the lower left hand corner to explain what happened one move before or on the current move). .When you are done playing the variation, click on the button in the
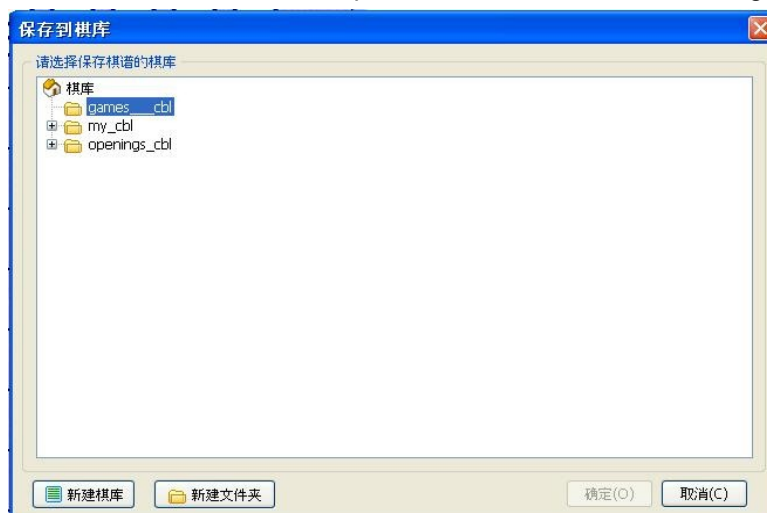
lower RIGHT ( ), and it will add the variation into the game automatically!!!

Yes, CCBridge is pretty awesome.

7.5 Save a Game / Create a Library *.cbl

After you input a game and all the variations it is important to save them. You save a game by Ctrl+S or .

Saving a game for the 1st time a dialog pops up. You can save the game as a new file/library or into an existing one. With a new folder is created, type in the name in the additional dialog. With the game is saved into a new file, which will be created in the blue highlighted folder you chose.
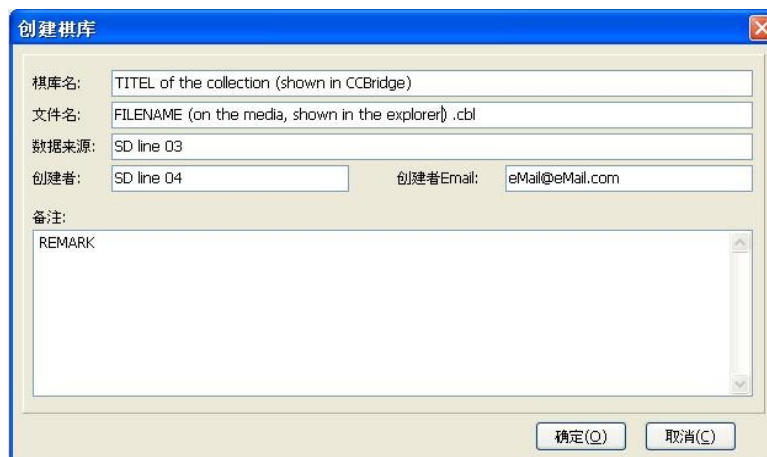

Before you save by OK you have the opportunity to name the library and the file, where the game is saved, by typing the names into another dialog box (above). The game data will be saved in the format of CCBridge with the file extension *.cbl.

7.6 Load a Game / Read a Library (Open)

If you collected some files in a format that is supported by CCBridge you have 2 ways to open them:

i) Open directly by pressing Ctrl+O or clicking 📂▾. Find the path to the file supported by CCBridge.

ii) Create a new folder in the HOME-directory by choosing the (N)...-dialog in the context menu (click right mouse button in the left directory window while the HOUSE 🔶 棋库 is marked blue) and copy cbl-files to it. Thereafter restart CCBridge that the program can recognize the new file:
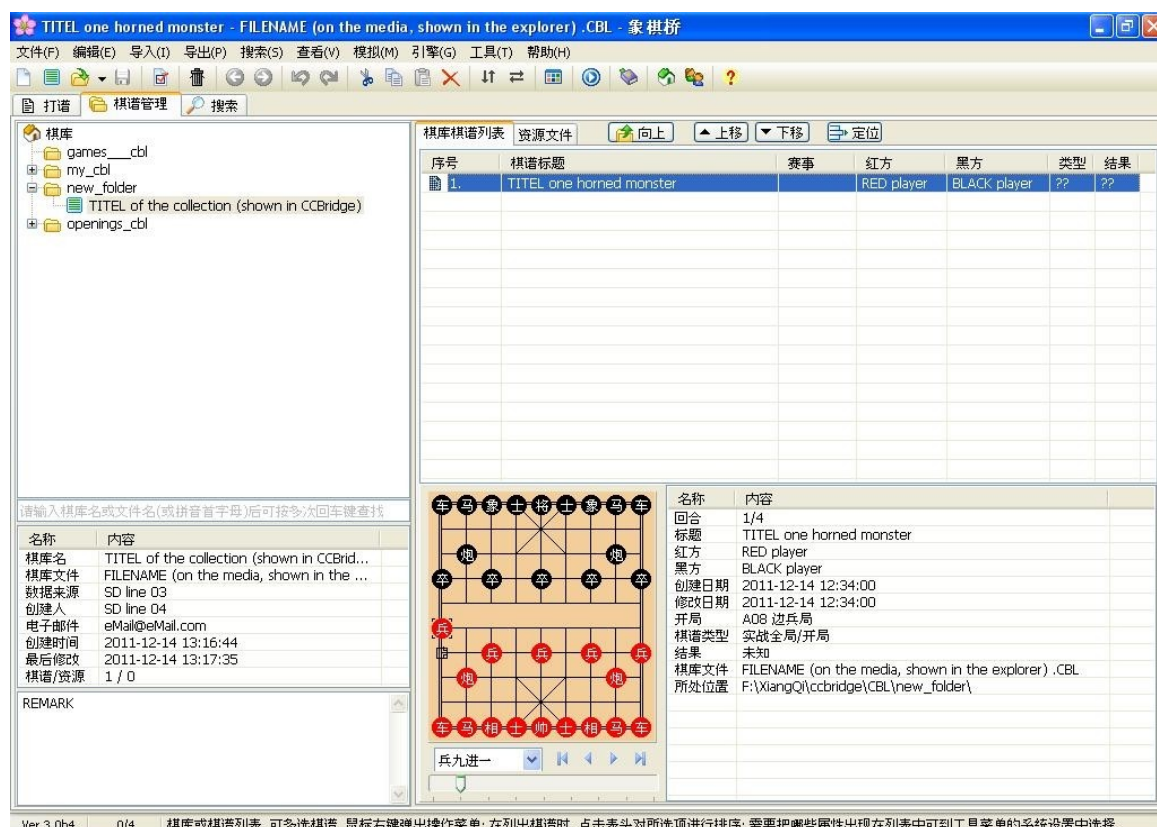
To get a preview of a game click once on the game title. Traverse with the blue triangles ⏮ ◀ ▶ ⏭ below the small chessboard. Doubleclick on a game title will load it into the main board window/tab.
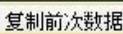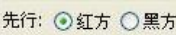
7.7 Create an Endgame Position or Puzzle

Create a new game by Ctrl+N and go to the Game Data Dialog with Ctrl+I (🗋 + ⬛ = 🗒).
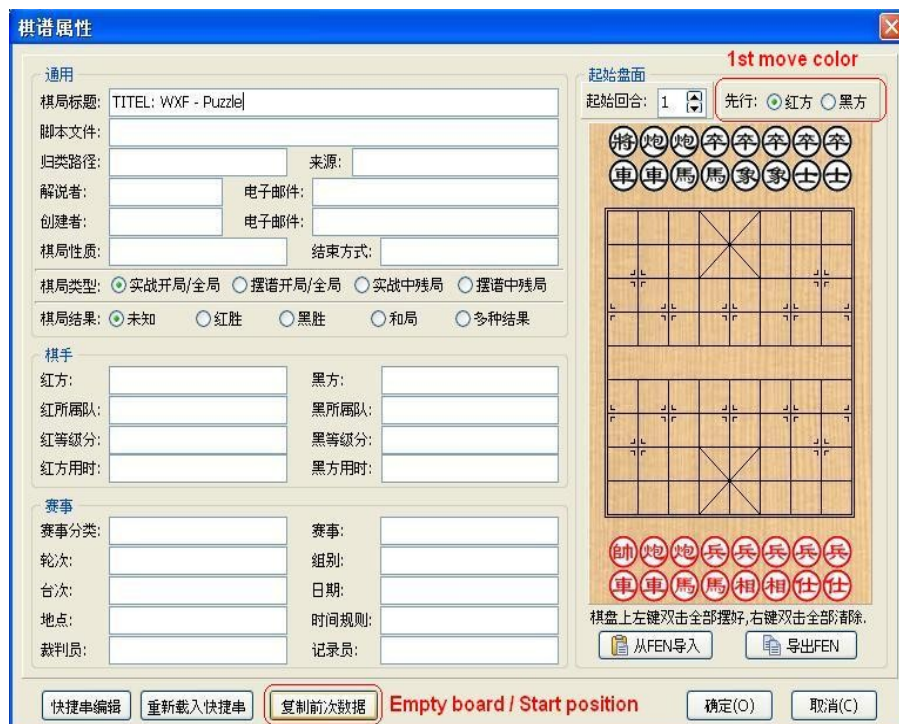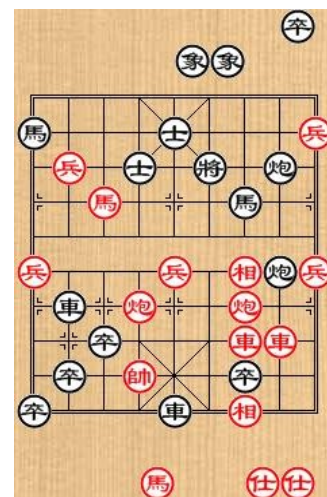

Famous WXF – Puzzle

The board on the right had first shown the original start position for Xiangqi games. (Clicking 复制前次数据 will empty the board? Sometimes this button doesn't work?!) Double click the right mouse button on the board will clear the board anyhow. A double click with the left mouse button will restore the start position.

You can move the pieces by clicking on the piece and a 2nd click on the position where you want it to be, building up the formation. With 先行: ⦿红方 ○黑方 you determine, which side moves first (红方 Red and 黑方 Black). Don't forget to name the board before (O)K.

OK will bring you to the board tab. You can input/delete the moves and variations as in 7.2 – 7.4 and save as in 7.5.
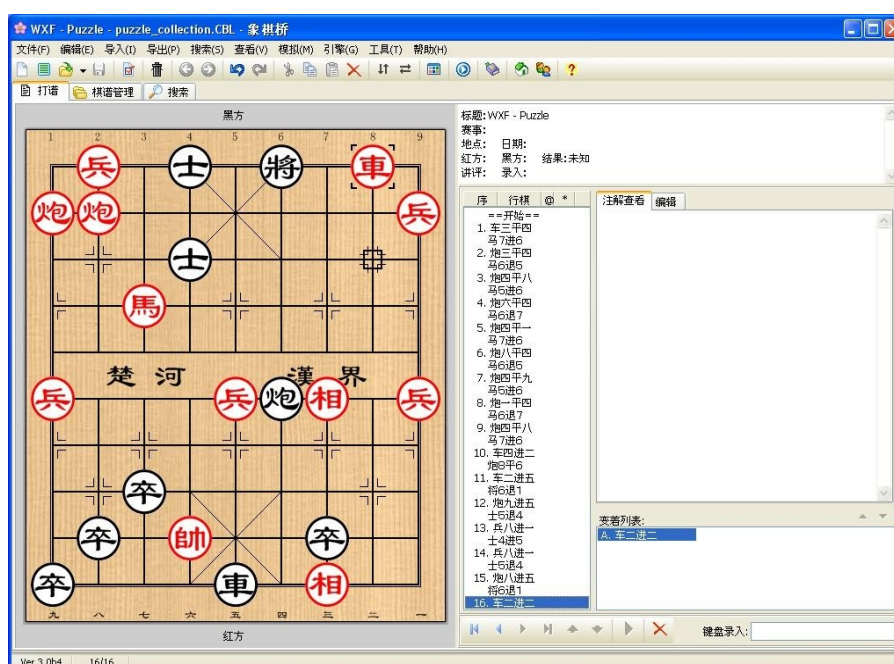
7.8 Save in Different Formats

To save a single game you select 另存爲檔案(F)... in the FILES menu and get a dialog, where you can choose a folder, filename and a file format other than *.cbl to be compatible with other software.
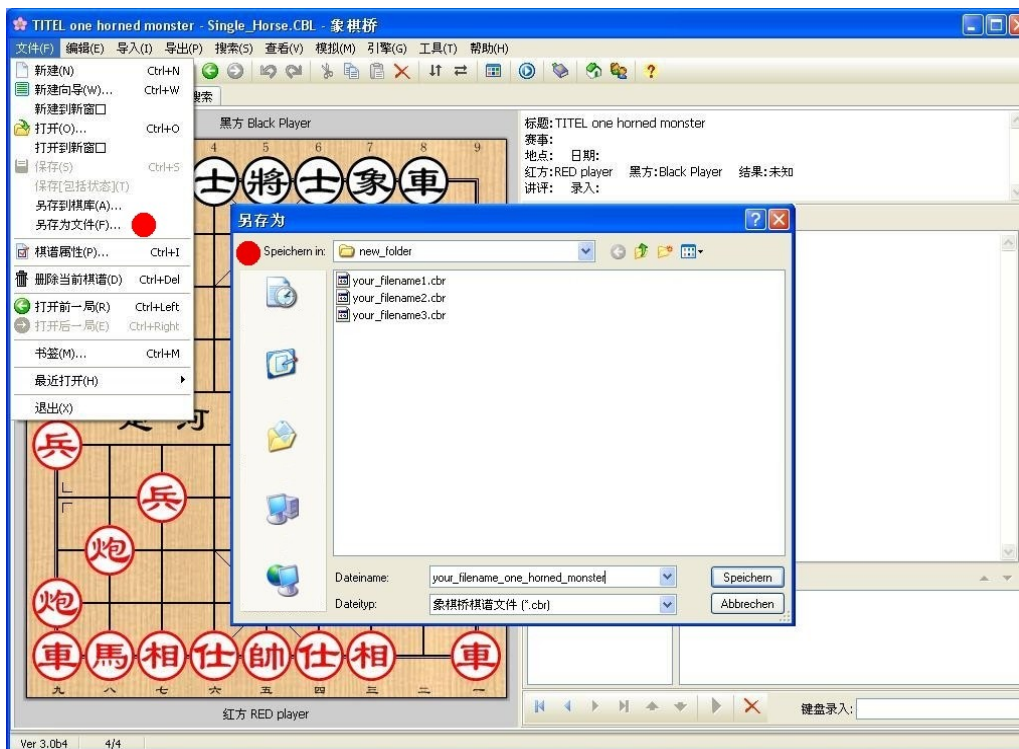
7.9 Set speed of automatic game review
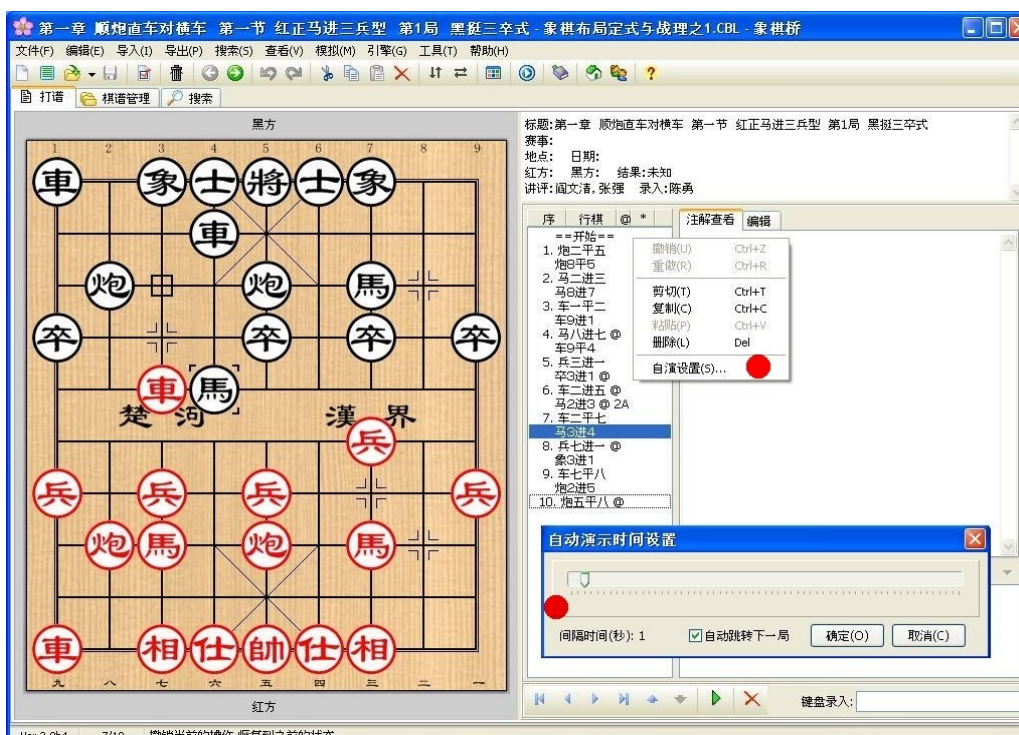
Click right mouse button in the moves list Select the last item ?????(S)... in the context menu. Adjust the time between moves with the slider. The number shows you how many seconds.

7.10 Import Games

Go to the directory window via its tab (棋谱管理). Open the HOME-directory. Call the context menu while the mouse is on the HOUSE-picture(!). Make a new folder by selecting ???(N)... and name it.

You can skip this if you want to insert into an existing folder.
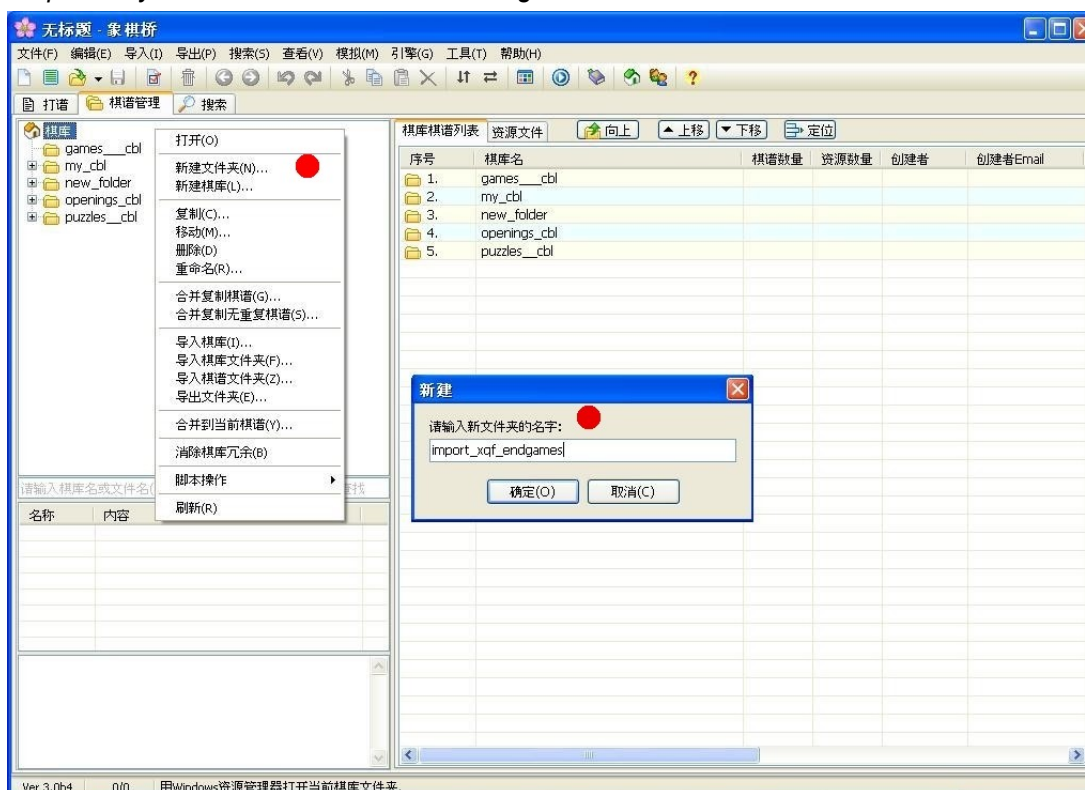
Select your new folder and call the context menu for it. Create a new library by ???(L)... giving it a title and a file name. If you don't give the *.cbl file a different name CCBridge will use the title for it automatically.
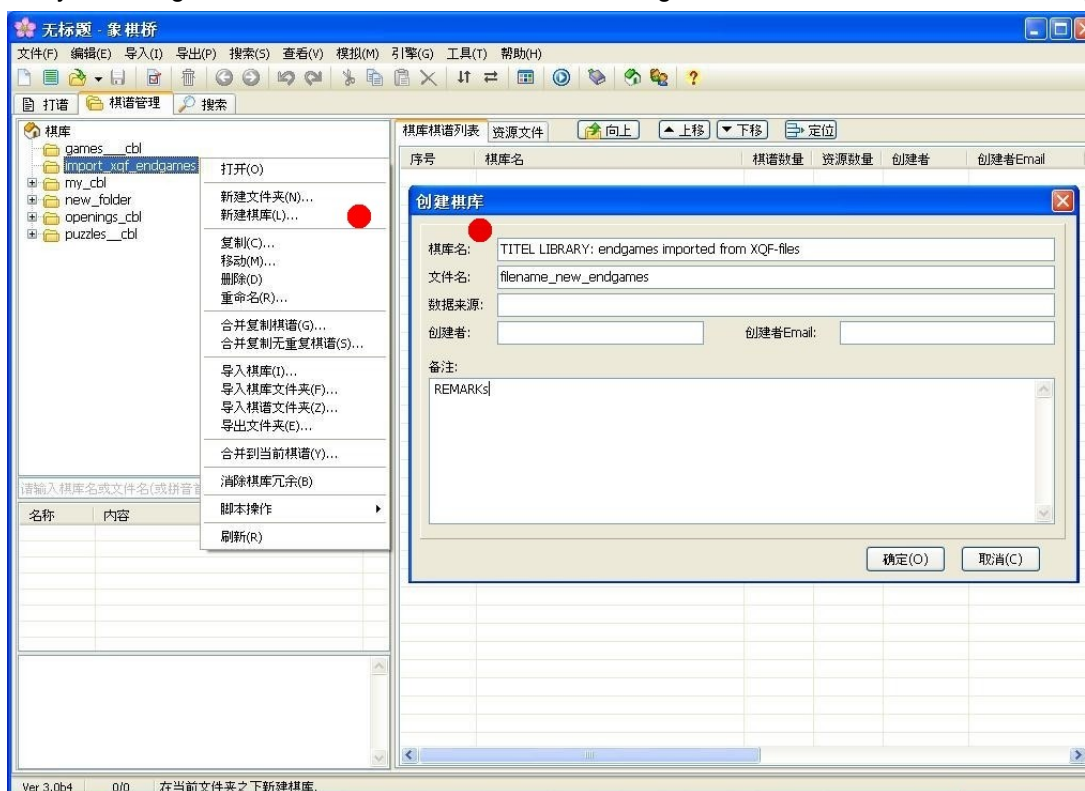
You can skip this if you want to insert into an existing library.

This way you prepared a place to go for the imported game files: an empty library in its own folder. Now you can import the games: Call the context menu for your new library and select ???(I)... .
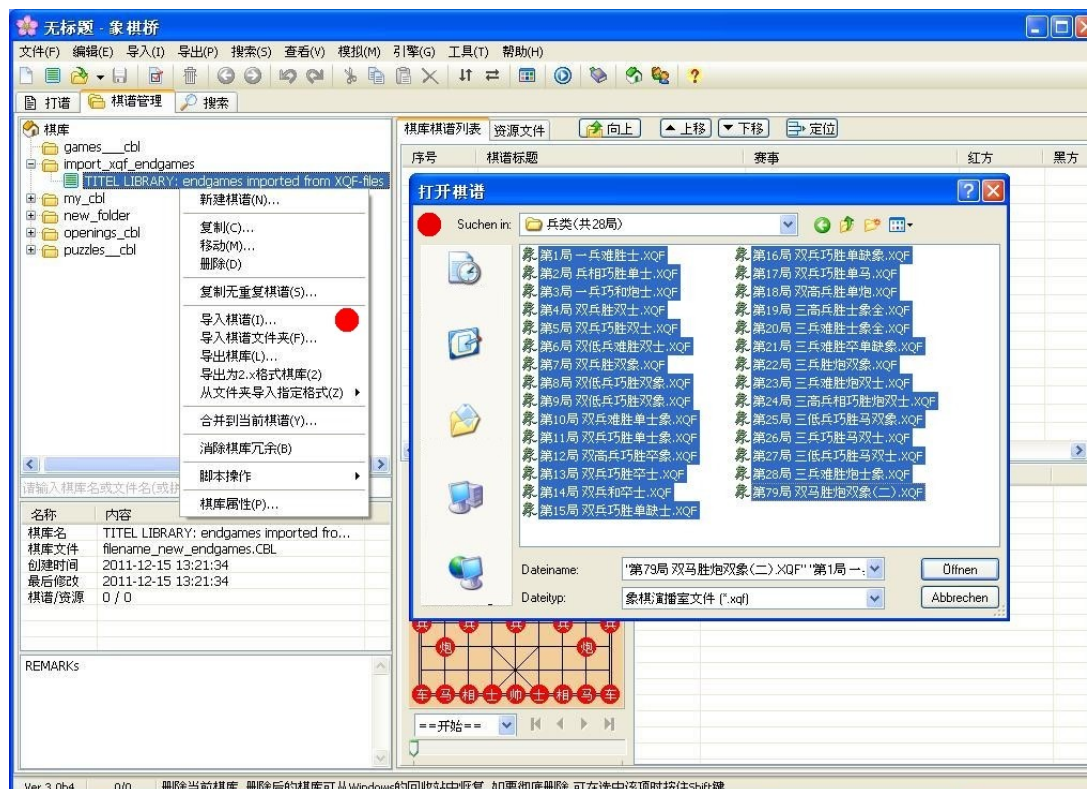
A dialog box opens up. You can search for the folder where the games you want in the library are. Mark the files and open them. With you traverse the games in the board window. Don't forget to save!
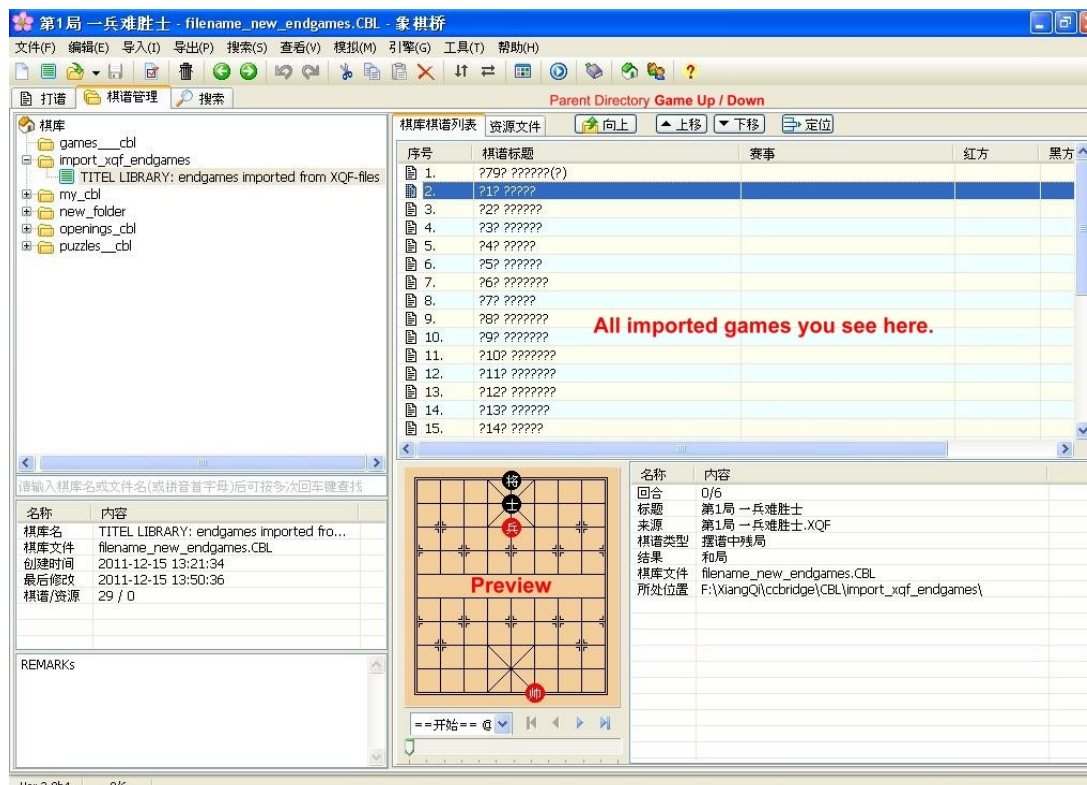
7.10.1 Import a Library by Drag'n'Drop

Let's say you have a library *.cbl on your desktop (it could be elsewhere as well) which you want to import to your database. You can drag it into the CCBridge window and drop it there.
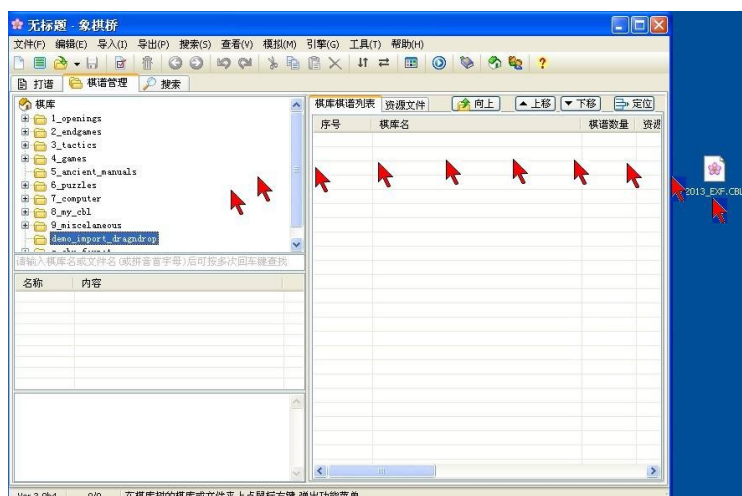
A dialog box appears where you determine the folder where you want to have it.
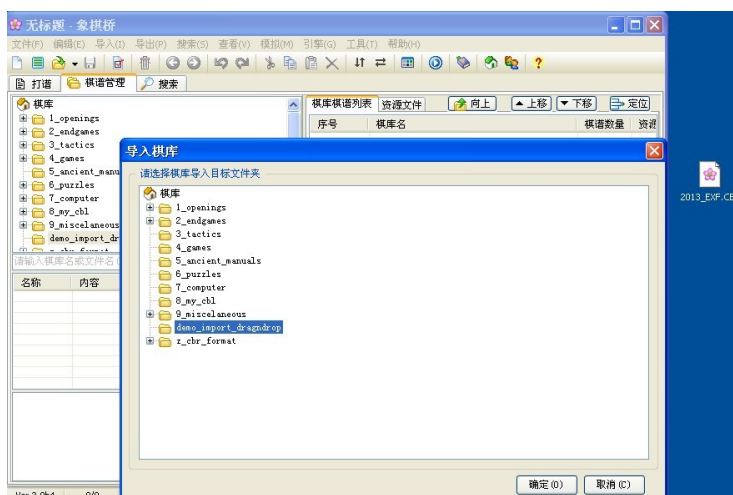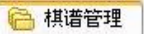
In the directory you see the imported library and in the games list you are able to select from the imported records now.
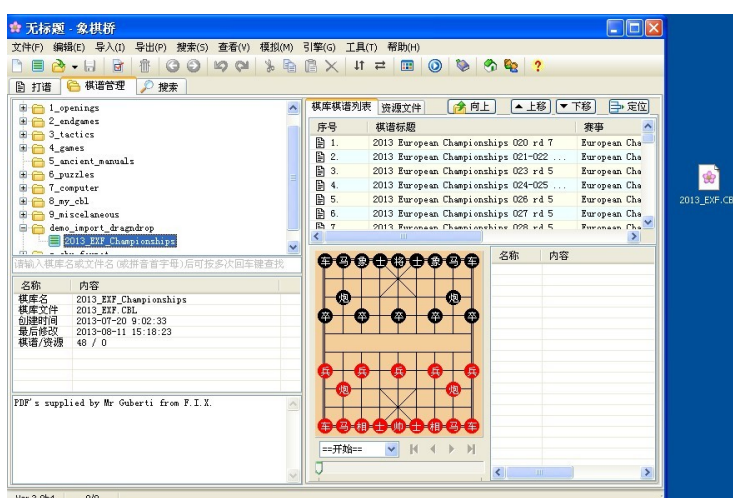
If you drag a game record *.cbr into the CCBridge window, the game will appear in the board. Little different...

7.11 Export games

Go to the directory window via its tab (棋谱管理). Open the folder where your library is and select it. Mark the games in the games list, which are for export, with click, Ctrl-click and Shift-click as in Windows. Call the context menu for the marked games.
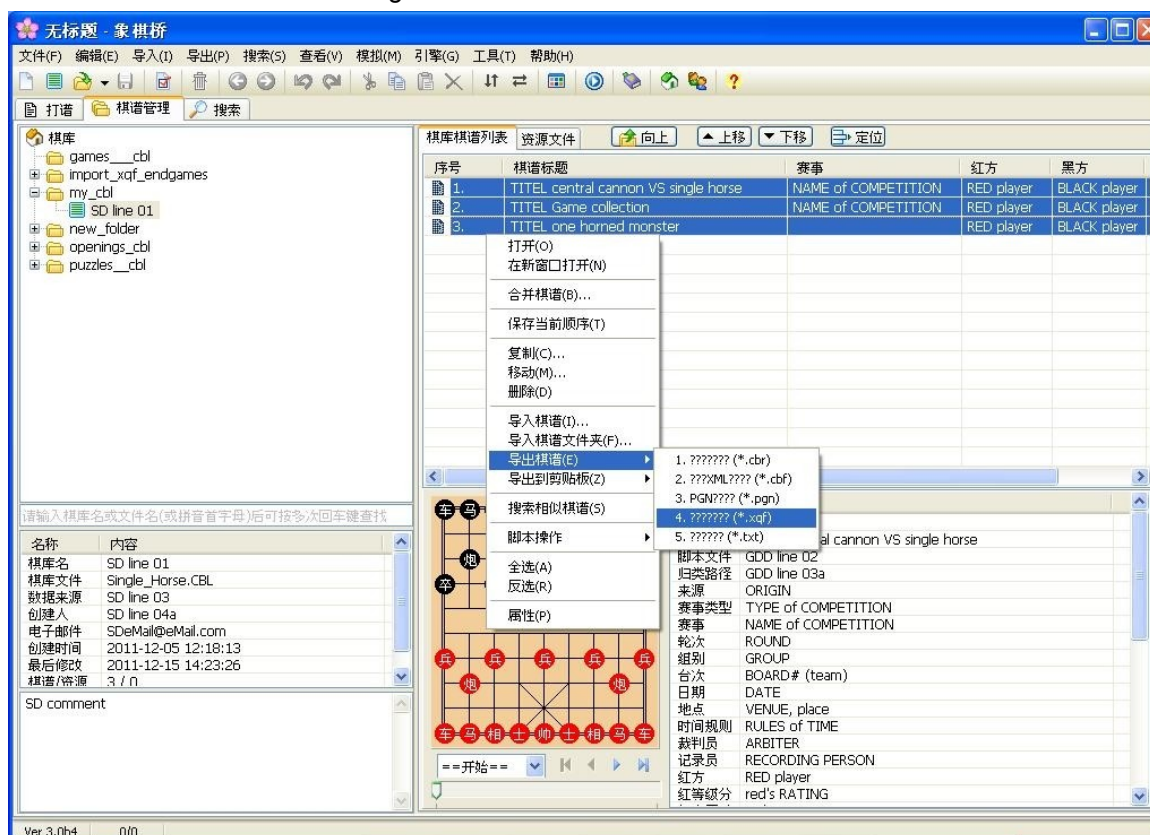
Go to ???(E) and choose the format (eg *.xqf or *.cbr). In the popup-dialog you can determine/create the folder where all the exported games will go.

7.12 Search

1. Remove check marks in the search base, if you want to filter any special files/libraries *.cbl. For reasons CCBridge will filter all the files in the CBL-directory otherwise.

2. Adjust the search parameters to your interests [see both pics].

3. Start searching / filtering by clicking the button with the magnifier.

The filtered games appear in the games list on the right. You can refine the filter by additional criteria, if not satisfied.

Eg: You can search for all games in your libraries played by Hu Ronghua with red, where he plays the elephant opening (or a special variation of it, eg ECCO A34) and loses.

Click [...] to select the ECCO code for an opening of your interest. Check/uncheck in the result segment to filter games with a defined outcome.

The following slide shows you how to apply search criteria. Very useful !!!

—— CCBridge search tab in English ——

Set the criteria for search

Searches Complete Games → ☑实全 ☐实残 ← Includes Partial /Incomplete Games
Searches Complete Puzzles → ☐摆全 ☐摆残 ← Includes Parts of set-up positions

对局结果 — Result — 对局结果

Unknown → ☑未知 ☑红胜 ← Red won
Black won → ☑黑胜 ☑和局 ← Draw game
Numerous outcomes → ☑多结果

Ignore extra pieces → ☐忽略余子
Search only from starting position → ☐仅初始 ☐子力 ← Search by piece strength (will ignore position and find positions with same pieces)
下步任意 ← Who's turn to move →
☑结果累加
Either side to move → 下步任意
Red to move → 下步红走
Black to move → 下步黑走

Once your settings above are how you want to search, SEARCH!

You can use this board to adjust the position, or just paste a FEN position from anywhere.

Haven't used this, but I think it sets parameters for number of moves beyond the position searched.
The drop box is to set whatever number of moves chosen to a minimum or maximum level.
Example: I want to search this position and any positions that occur up to 3 moves forward.

This is a very powerful feature of CCBridge!
This will search through the annotations/comments of your files.
You can type "good move" and all games where "good move" was part of the commentary will come up, even if it was a subvariation.

Search for current position
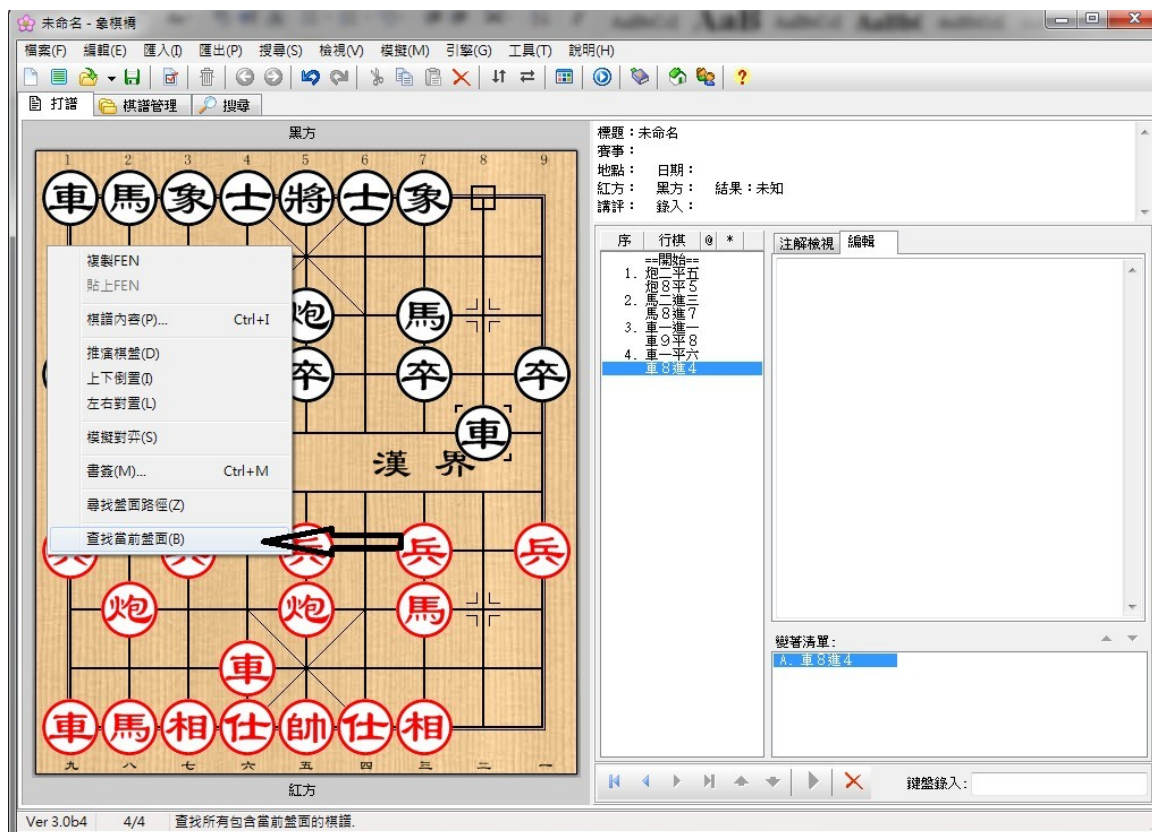
You search for the current position, right click your mouse over the board and choose the last feature (B), and this is what you get …

The current position and all the different boards with your same position can be seen. Statistics will also be generated pertaining to the Win/Loss/Draw percentage. Of course, you would have to build your own database first…

7.13 Play with UCCI engine

You want to play against the computer, you want to analyze games with computer assistance?

CCBridge provides no engine of its own, but it is possible to use CCBridge as a GUI (Graphical User Interface) and plug in UCCI engines you got elsewhere (eg. ElephantEye 1.05 "eleeye.exe" from http://www.jcraner.com/qianhong/). You also need the *.dll, book.dat etc , if necessary to make an engine run properly. After you have everything in one folder open the 引擎 **CC ENGINES** menu:

Call the UCCI system settings by activating the 1st menu item ????(S)... . Select the executable engine file *.exe by opening a file search dialog via [...] . You can do this for two engines (or the same 2 times). What the rest of the dialog is good for, I don't know. (O)K.

To induce the 1st engine to move for either side (red & black) press Ctrl+E; Ctrl+F for the 2nd.

Via the 2nd menu item ????(C) you activate a submenu, where you can determine which side the computer plays automatically:

(1) 1st engine red, (2) 2nd engine red, (3) 1st engine black, (4) 2nd engine black,

(5) 1st red & 2nd black, (6) 1st black & 2nd red, (7)+(8) don't know.

To interrupt engines select the 3rd item in the menu ????(T). Useful if you let 2 engines play against each other.

UCCI = Universal Chinese Chess Interface / Universal Chinese Chess Protocol

7.14 Type in moves via text field

Piece			File number		Movement			Number	
Piece	Number	Letter	Number	Letter	Direction	Number	Letter	Number	Letter
chariot	1	c	1	q	forward	1	j	1	q
horse	2	m	2	w	lateral	2	p	2	w
elephant	3	x	3	e	backward	3	t	3	e
advisor	4	s	4	r				4	r
king	5	j	5	t				5	t
pawn	6	b	6	y				6	y
cannon	7	p	7	u				7	u
front	8	q	8	i				8	i
back	9	h	9	o				9	o
center	0	z							

For typing Xiangqi moves into the text field at right bottom of the board window you can use the numeral or letter tableau. The code is given in the table above.

When you compare the letters for the pieces, position and the direction to the Pinyin (Section 8.) you will find that they identical to the 1st letters there [except the chariot, where c refers to … chariot]. You can learn/memorize the Chinese names for the pieces while recording a game ...

7.15 Troubleshooting

a. *.cbl-libraries of older CCBridge versions (eg 2.0)

Sometimes you'll download a library and when you try to open the file you will get an error message, saying the file is not compatible with the newest version of CCBridge, and it may suggest you try to open it with an earlier version. What you have to do is have the cbr/cbl separate from CCBridge (let's assume it's on your desktop). Just click and drag the file name into big board area of CCBridge. It will open and you can now resave it or put it into a library and it will be compatible with the new version.

b. switching programs

If you open a dialog, where an input is requested, and then change the software (eg: you go to OpenOffice), CCBridge can come to a standstill after you turn back. You have to restart CCBridge then.

c. multi user systems

When you run CCBridge on a multi user sytem where the users (except the admin) have no rights to write to the program folder they can not change settings in CCBridge stored in the folder C:\programs\CCBridge\Datas as the files Set.dat, BookmarksSet.dat, EngineSet.dat, RecordColumnsSet.dat and others are not for overwrite.

This will affect simulate, bookmark, recent games and other less important functions.

When this gives you a headache grant the necessary rights for writing in this folder. Sideeffect: Changes of the settings done by one user will be applied to all. Or:

CCBridge makes no entry into the Windows registry during the "installation" process. So you can move the whole stuff to any folder and start it there.

8. Read Chinese Chess Moves

In the MOVES window of CCBridge you will find the moves written in Chinese. No problem! You just need to know the characters for the pieces, the numbers and the movement. Moves are described as positions in relative terms as follows:

[letter of the piece moved] [former file number] [direction of movement] [new file, or in the case of purely vertical movement, number of ranks traversed]

The file numbers are counted from each player's right to each player's left. For red the numbers are Chinese, for black Arabic numbers are used.

In case there are two identical pieces in one file, position indicators are used instead of former file number. Direction of movement is indicated via a movement character. A 进 is used to indicate forward movement. A 退 is used to indicate backwards movement. A 平 is used to indicate horizontal or lateral movement. If a piece (such as the horse or elephant) simultaneously moves both vertically and horizontally, then the 进 or 退 is used.

Thus, the most common opening in the game would be written as:

1. 炮二平五　马8进7　which is 1. C2=5 H8+7

Pieces:

Chinese Character	Pinyin	English
将 （ 將 ）	jiāng	General BLACK (South)
帅 （ 帅 ）	shuài	Marshal RED (North)
士	shì	Advisor BLACK
仕	shì	Advisor RED
相	xiàng	Elephant, Minister
象	xiàng	Elephant
马 （ 馬 ）	mǎ	Horse
车 （ 車 ）	jū	Chariot, Rook
砲	pào	Catapult BLACK
炮	pào	Cannon RED
卒	zú	Soldier, Pawn BLACK
兵	bīng	Soldier, Pawn RED
In case there are two identical pieces in one file the piece is marked by		
前	qián	front
后	hòu	rear

Numbers:

Chinese Number	Pinyin	English / Arabic
一	yī	1
二	èr	2
三	sān	3
四	sì	4
五	wǔ	5

Chinese Number	Pinyin	English / Arabic
六	liù	6
七	qī	7
八	bā	8
九	jiǔ	9
十	shí	10

Movement:

Chinese Character	Pinyin	English
进 （進）	jìn	forward
退	tuì	backward
平	píng	horizontal, lateral

This is all you must know to understand the moves.

9. Where to get Xiangqi Libraries

1st: Create your own libraries.　 2nd: Exchange with your friends.　 3rd: Search the Internet.

Search phrases: 象棋桥棋库下载 [ChessBridge Library Download]　||　xiangqi .xqf download　|| … … …

You can try:

http://www.dpxq.com (use translator to find things) , http://www.dpxq.com/hldcg/share/CBL 象棋桥棋谱/

http://www.51dz.com/0/n---13193--.htm

http://www.4shared.com/file/Mk2XE2ZG/2010_China_National_Xiangqi_Le.html

http://search.4shared.com/postDownload/MvCas_yZ/Tay_Tang_Quyen_dang_XQF_.html

http://www.zgxqds.com/

http://blog.163.com/daohangdeng001@126/blog/static/121164899200962011414547/

In case the homepage of CCBridge is temporarily not available, searching the Internet with "*CCBridge3 download*" might have the following results:

http://game.onegreen.net/Soft/HTML/35102.html (Chinese)

http://www.4shared.com/rar/WfmJCLfn/CCBridge3.html

http://search.4shared.com/q/1/CCBridge3

http://www.sourcecodeprojects.com/594306/

http://www.mediafire.com/download/53akum9vemhiru3/CCBridge3.rar

http://www.exedllsys.com/c/ccbridge3.exe.html

Try one of them...

10. Reference

Special thanks to the developers of this superb free software and its tutors.

http://www.ccbridge.net/

http://game.onegreen.net/Article/HTML/8219.html

http://www.thanglongkydao.com/huong-dan-chung-ve-sw/1542-cach-tao-ky-pho-bang-sw-ccbridge-only-thanglongkydao-com-2.html → Thangtcnb / Honda-Fit / xuan2009

Special thanks also to Chris, who contributed the search topic and a paragraph about the deduce board.

A million thanks to Jim (*Xiangqi in English*) **!!!** Without his translations the creation of this manual would not have been possible at all.

Appendix

Installation of Chinese Font

Go to Start → Settings → Control Panel → Regional and Language Options.

Click the check box **Install Files for East Asian Language**, then press OK. Windows will automatically install the Chinese Font for you. Restart your computer to be able to see.

FEN ([Forsyth–Edwards Notation](#))

Notation of a board from reds perspective, where the position of the pieces are represented by letters: Upper case for red, lower case for black. 10 ranks are separated by 9 slashes '/', empty space is represented by numbers giving the amount of free crossings between pieces or from a piece to the edge. There are two codes (alas!).

	Chariot	Horse	Elephant	Advisor	King	Cannon	Pawn
CCBridge	R, r	N, n (Knight)	B, b (Bishop)	A, a	K, k	C, c	P, p
others	R, r	H, h	E, e	A, a	K, k	C, c	P, p

To indicate who is to move next 'w' for red (white) or 'b' for black is added after a blank. Last number in the FEN is the number of full moves which lead to the position.

The starting position:

rnbakabnr/9/1c5c1/p1p1p1p1p/9/9/P1P1P1P1P/1C5C1/9/RNBAKABNR w - - 0 0

The WXF puzzle:

9/n3a3P/1P1a1k1c1/2N3n2/9/P3P1BcP/1r1C2C2/2p3RR1/1p1K2p2/p3r1B2 w - - 0 0

End position of a game from YinChuan (red):

2b3RC1/3k2N2/3a5/p1p5p/4r2n1/2P6/9/B7B/4A4/4KA3 b - - 0 43

Where "FEN" appears in CCBridge either a copy to or from the Windows clip board is done. This way you can export/import positions via the clip board.