

Chu Shogi Applet User Guide

A. M. DeWitt

Introduction

The Chu Shogi Applet is a project by A. M. DeWitt that provides an HTML Applet for playing Chu Shogi without Internet access, based on [H. G. Muller's Interactive Diagrams](#). It also contains a compilation of tsumeshogi problems gathered from various Internet sources.

How to play Chu Shogi

Please refer to the **0 - Chu Shogi Tsumeshogi Rules.pdf** file.

Opening the Chu Shogi Applet

To open the main applet, click on the **Chu Shogi.html** file.

The **Chu Shogi Position Lab.html** file lets you set arbitrary positions from an empty board.

Moving Pieces

The diagram will let you move pieces around in any way you wish. When you select a piece by clicking on it, the diagram shows where it could move to. It will not enforce the rules or even the turn order, though, to allow setup of arbitrary positions. If a piece is eligible to make another move or promote, the diagram will prompt you accordingly.

Controls

- [Mnemonic/Silverman Kanji/Greenwade Pictograms](#) – These buttons allow you to switch between different piece graphics. For learnability purposes, the Mnemonic set is the default set.
- [Traditional Board/Checkered Board](#) – This button switches the board theme between the traditional uncheckered style and the checkerboard style seen on chessboards, with the former being the default. It always shows which theme is currently in use.
- [SAN Coords/Shogi Coords](#) – This button switches the display coordinates between SAN notation (f7) and Romanized traditional Shogi notation (7f), with the former being the default. It always shows which notation is currently in use.
- [Hide/Show Debug Log](#) – Toggles the display of the debug log, shown for error-reporting purposes during development. Will usually be blank.
- [Hide/Show Debug Log](#) – Toggles the display of the game log.

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Navigation Panel

- Flip View – Flips the board view, and also flips piece images where needed.
- |< - Displays the initial board position.
- < - Displays the previous board position.
- | - Makes the displayed position the current one, popping off any positions that come after it.
- > - Displays the next board position.
- >> - Plays back the game from the displayed position to the current position.
- >| - Displays the current board position.

Piece Table and Highlight Legend

Clicking “here” in the text below the diagram will toggle the display of the Piece Table and Move Legend. The first click will show only the Piece Table, the second only the Highlight Legend, the third will show both, and the fourth makes both disappear. Each subsequent click follows this cycle.

- Clicking a piece’s name will show its movements on an empty board. Hover over the highlights for more details. This is also true for the selected board piece overview in the Highlight Legend once a piece is selected.
- Clicking a piece image in the Piece Table will let you drop captured pieces back onto the board.
- Clicking “print version” in the Piece Table header will toggle the display of all the piece moves in a list of static diagrams separate from the main one.
- Clicking “move” in the Piece Table header will toggle between showing the XBetza notation of the pieces and the approximate value of the pieces. The former is the default.
- Clicking “Click on piece to toggle its moved status” in the Highlight Legend will toggle between using symbols and background colors to highlight legal moves. The former is the default.

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Miscellaneous

Enable Position Setup Mode/Disable Position Setup Move – Toggles the setup mode for the Position Lab. Exclusive to the **Chu Shogi Position Lab.html** file.

Input Solution – Inputs the solution to really long tsumeshogi problems so that the user doesn't have to when confirmed. Exclusive to tsumeshogi diagrams in the **tsumeshogi-vol-3** folder.

Advanced

Hide/Show Code Log of Current Position – Toggles the display of the code log for the current position, which displays on-demand positional data in both FEN Code (using the Winboard format) and the Applet's way of defining diagrams

Get FEN Code – Displays the FEN Code of the current position, using the Winboard format, and assumes it is the desired start position.

Get Applet Diagram HTML Code – Displays a definition of a diagram starting at the current position. This can then be put in an HTML file in the same place as the main Applet files and will run like the base files do.

All Advanced Controls are exclusive to the **Chu Shogi.html**, **Chu Shogi Position Lab.html**, and **teaiwari-handicaps/<handicap name here>.html** files.

Handicaps

The Applet comes with a set of commonly used handicap positions, which can be found in the **teaiwari-handicaps** folder.

Tsumeshogis

The Applet comes with an assortment of tsumeshogi diagrams that can be found in the **tsumeshogi-vol-1**, **tsumeshogi-vol-2**, and **tsumeshogi-vol-3** folders. Each tsumeshogi comes with a corresponding picture of its initial position.

For the rules of a tsumeshogi, please refer to the **0 - Chu Shogi Tsumeshogi Rules.pdf** file

For the first two folders, the solutions to their tsumeshogis can be found in their **0 - Chu Shogi Tsumeshogi Vol. <folder number here> Solutions (SPOILERS).pdf** files.

The third folder, due to the sheer length of the solutions to its tsumeshogis, will have HTML files that show the solution strictly in coordinates, and the tsumeshogi diagrams have a button allowing input of the entire solution upon confirmation.