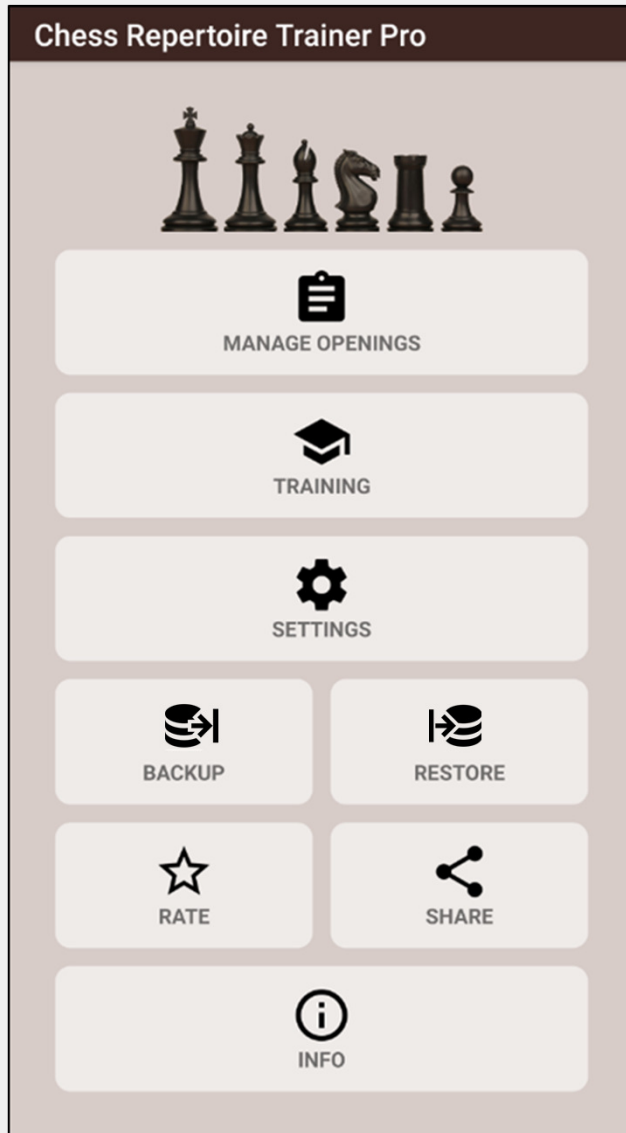












# Chess Openings Trainer Quick Reference Guide



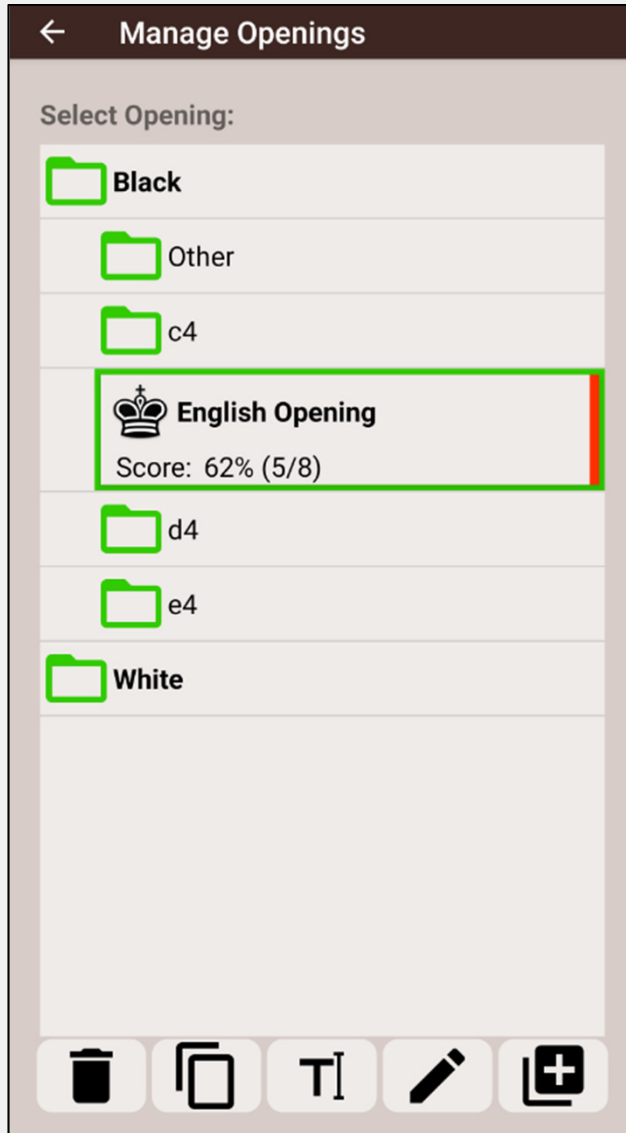
## Main Menu

The main menu is the first screen displayed upon app startup.

-  **MANAGE OPENINGS:** Opens the [Manage Openings](#) screen.
-  **TRAINING:** Opens the [Training](#) screen.
-  **SETTINGS:** Opens the [Settings](#) screen.
-  **BACKUP:** Allows you to save the current database (all openings including stats) to your SD card (or local storage) in folder [CRT\\_Backups](#) under name [BACKUP\\_YYYYMMDD\\_hhmmss.crtdb](#).
-  **RESTORE:** Allows you to restore a previously saved database. Warning: if you have unsaved openings they will be lost, so ensure to backup them first.
-  **RATE:** Opens the Google Play Store app page so that you can rate it and / or write a nice review.
-  **SHARE:** Allows you to easily share a link to the Google Play store app page with your friends.
-  **INFO:** Opens the [Info](#) screen.








# Chess Openings Trainer Quick Reference Guide



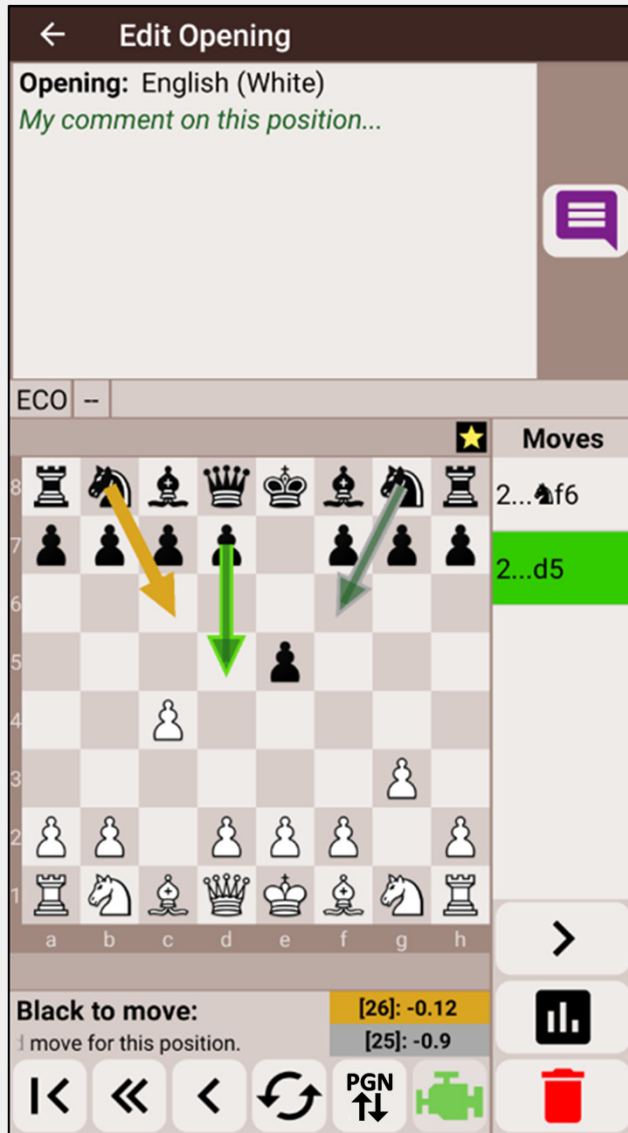
## Manage Openings

The manage opening screen allows you to delete, create or modify openings.

-  Delete the selected opening.
-  Duplicate the selected opening. The stats are not copied, only the moves.
-  Rename the selected opening or assign it to a different parent folder.
-  Edit the selected opening by deleting or entering new moves for this opening.
-  Create a new opening. You must select a *color*, an *opening name* and the *parent folder* for this opening.














# Chess Openings Trainer Quick Reference Guide



## Edit Opening

The edit opening screen allows you to enter moves into the current opening. You can enter moves manually by moving pieces on the board, or by importing a PGN file.

-  Enter a comment for the current position.
-  Go back to initial position.
-  Go back to the previous branch split.
-  Go back to the previous position. A long press will also go back to the previous branch split.
-  Flip the board.
-  Import (or export) a PGN file.
-  Starts (or stops) the *Stockfish* chess engine and displays the two best moves (1<sup>st</sup> = gold, 2<sup>nd</sup> = silver) for the current position. This icon is flashing green when the engine is on.
  -  Execute the current move (or the selected move if there is more than one possible move).
-  Enter the probability of occurrence (low, normal or high) of the selected move during a game. This parameter is used when training in random mode only.
-  Delete the selected move.
-  A long press on the board allows you to: 1) copy the **FEN** to **clipboard**; or 2) set the current position as a **favorite position**; or 3) add **graphics** to illustrate tactical points.

Note: **Favorite positions** are used when training with **flash cards**. In the flash cards training panel there is an option to train only the favorite positions instead of training all positions.




# Chess Openings Trainer Quick Reference Guide



## Importing / exporting a PGN file

Portable Game Notation (PGN) is a plain text computer-processible format for recording chess games (both the moves and related data), supported by many chess programs.

To import (or export) a PGN file (*filename.pgn*), click on the PGN import / export button (  ), then select a PGN file to import (or enter the filename to export to). Exported PGN files are save to your SD card (or local storage) in folder *CRT\_pgn\_files*.

Note that only **one** move per position will be imported for the opening's color while **all** opponent's moves will be imported. When importing moves, the highest priority is given to the games located at the top of the PGN file (or to the main variation in case of a PGN including many games variants).

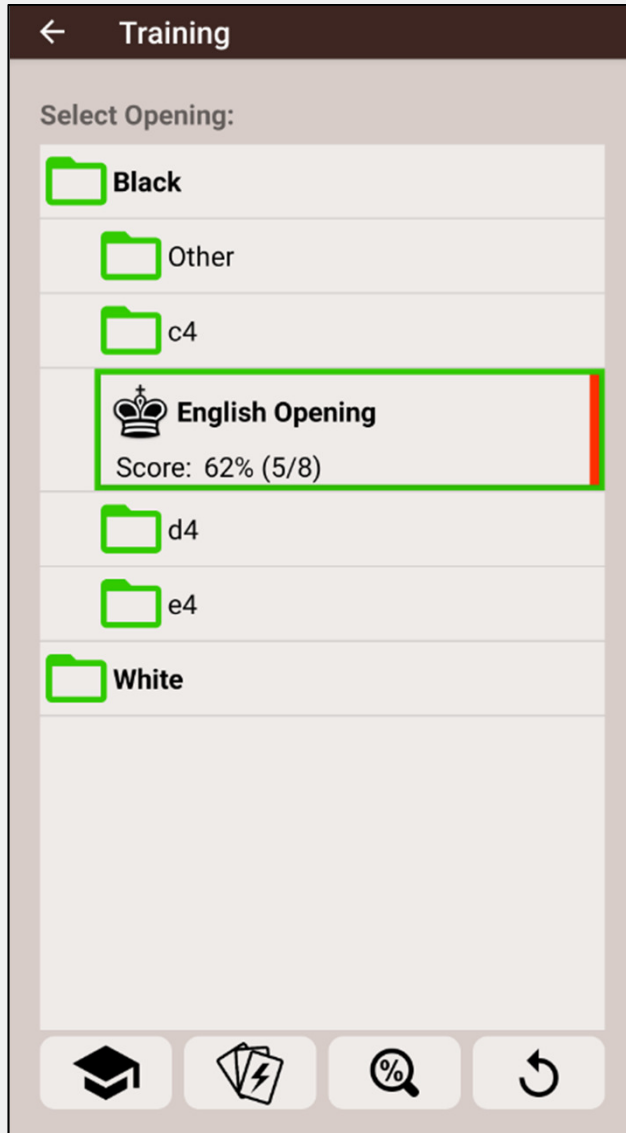
If for a given position, the best move of the opening's color has already been processed, and a new move for the same position is found later on, it will be ignored and the import process will go on with the next game of the PGN file.

Similarly this also applies to moves that were manually entered prior to the PGN import process (these moves will have higher priority over the newly imported moves).

PGN files can be downloaded from many different websites such as *PGN Mentor*:  
<https://www.pgnmentor.com/files.html>







# Chess Openings Trainer Quick Reference Guide



## Training Selection

The training selection screen allows you to select an opening for regular training or for flash cards training (spaced repetition system).

This screen also allows you to view detailed scores of an opening or reset scores.

-  Train the selected opening.
-  Train the selected opening using **flash cards** (spaced repetition system).
-  View the detailed scores for the selected opening. The score of each move is displayed starting with the weakest move.
-  Reset the scores of the selected opening.



# Chess Openings Trainer Quick Reference Guide



## Training

The training screen simulates opponent's moves based on the training mode (target weaknesses, full coverage or random mode). As you train, your score for each position is displayed and if a comment has been entered for a position it is also displayed. At the end of a line you have the possibility to play against the computer from that position before moving on with the next line.

- ▶ At the end of a line, a **regular click** on this button resets the board and **resumes training** with the next line. A **long press** allows you to **play against the computer** from that position.
- ↻ Flip the board.
- ⓘ Shows you the best move for that position, the one you entered when you created the opening.
- ◆ **MIN INTERVAL:** Skip the first [x] moves of the opening while training.
- ◆ **MAX INTERVAL:** Skip the last [x] moves of the opening while training.
- ◆ **REPEAT COUNT:** Repeat each line [x] times.



# Chess Openings Trainer Quick Reference Guide



## Flash Cards

The flash cards training screen uses a spaced repetition system to help you memorize the best move for each position of the opening.

Spaced repetition is a learning technique that incorporates increasing intervals of time between subsequent review of previously learned positions in order to exploit the psychological spacing effect.

All positions of the opening will be tested as a flash cards in random order. However a position for which you had bad results in the past will be tested more often than a position for which you have a good score.

As you train, your score for each position is displayed and if a comment has been entered for a position it is also displayed. The last five results for that position are displayed.

- ⓘ Shows you the best move for that position, the one you entered when you created the opening.
- ★ Activate the "*favorite positions only*" mode and train only the **favorite positions** you have defined when you created the opening.
- ⚡ **LIMIT:** Set the upper limit (move number) for the positions you want to train on. This setting is useful when you just started learning an opening and want to train only on the first positions.