## 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/8/8/8/8/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**. This command undoes the last move so you have to start one ply back.

**variationcurrentt**{*SAN moves*}
Like **variation**, but does not undo the last move.

**continuevariation**{*SAN moves*}
Continues the variation but undoes the last move first.

**continuevariationcurrent**{*SAN moves*}
Continues the variation without undoing the last move first.

**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 . . . ♘×d4

**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. Note: this only works when the ps option is used.

**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*. Note: called with no arguments all pieces are showed!

**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. Note: called with an empty list no pieces are shown!

## 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**.