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APIL chess, (APILchess - Asynchronous Process Interaction Library chess) an [open source](#) distributed chess program for educational purposes and private use written by [Ulf Lorenz](#) and first published in July 2002 ^[1]. APILchess represents the board using a 16x12 [mailbox array](#) with 16-bit [disjoint piece flag](#) encoding, and [piece-lists](#). There are traces (Hydra.h), that the Asynchronous Process Interaction Library was already used for early [Hydra](#) trials.

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- [APILChess 1.05r1b](#) in [CCRL 40/4](#)

References

1. [^] [Other - Ulf Lorenz - Fachbereich Mathematik - Technische Universität Darmstadt](#) (dead

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