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```
/* row identifiers */

#define ROW_1    ( A1 >> 4 )
#define ROW_2    ( A2 >> 4 )
#define ROW_3    ( A3 >> 4 )
#define ROW_4    ( A4 >> 4 )
#define ROW_5    ( A5 >> 4 )
#define ROW_6    ( A6 >> 4 )
#define ROW_7    ( A7 >> 4 )
#define ROW_8    ( A8 >> 4 )

/* column identifiers */

#define COL_A    ( A1 & 7 )
#define COL_B    ( B1 & 7 )
#define COL_C    ( C1 & 7 )
#define COL_D    ( D1 & 7 )
#define COL_E    ( E1 & 7 )
#define COL_F    ( F1 & 7 )
#define COL_G    ( G1 & 7 )
#define COL_H    ( H1 & 7 )

/* vectors */

#define NORTH    16
#define NN      ( NORTH + NORTH )
#define SOUTH   -16
#define SS      ( SOUTH + SOUTH )
#define EAST     1
#define WEST    -1
#define NE      17
#define SW     -17
#define NW      15
#define SE     -15

/* generate square number from row and column */
#define SET_SQ(row,col) (row * 16 + col)

/* does a given number represent a square on the board? */
#define IS_SQ(x)    ( (x) & 0x88 ) ? (0) : (1)

/* get board column that a square is part of */
```

```
#define COL(sq)  ( (sq) & 7 )

/* get board row that a square is part of */
#define ROW(sq)  ( (sq) >> 4 )

/* determine if two squares lie on the same column */
#define SAME_COL(sq1,sq2) ( ( COL(sq1) == COL(sq2) ) ? (1) : (0) )

/* determine if two squares lie in the same row */
#define SAME_ROW(sq1,sq2) ( ( ROW(sq1) == ROW(sq2) ) ? (1) : (0) )
```

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