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```
#include "stdafx.h"

void printWelcome() {
    printf(" CPW chess engine ");
    printf( VERSION_STRING );
    printf( "\n");
    printf( COMPILE_STRING );
    printf("\n");
    printf(" created by some members of Chessprogramming Wiki \n");
    printf(" http://chessprogramming.wikispaces.com/ \n\n");
    printf(" type 'help' for a list of commands \n\n");
}

void printHelp() {
    printf("----- \n");
    printf("d          = display current board position \n");
    printf("bench n    = test search speed to depth n \n");
    printf("perft n    = test perft numbers up to depth n \n");
    printf("eval       = display evaluation details \n");
    printf("stat       = display search statistics \n");
    printf("go         = play for the side to move \n");
    printf("new        = start a new game \n");
    printf("sd n       = set search depth to n plies \n");
    printf("st n       = set search time to n seconds \n");
    printf("quit       = exit CPW engine \n");
    printf("\n");
    printf("Please enter moves in algebraic notation (e2e4 d7d5 e4d5 d8d5 ... b7b8q) \n");
    printf("or better use a GUI compliant with the UCI protocol \n");
    printf("----- \n");
}

void printStats() {
    U64 nodes = sd.nodes + (sd.nodes == 0);

    printf("-----\n");
    printf("Nodes          : %d \n", sd.nodes);
    printf("Quiesc nodes:  : %d \n", sd.q_nodes);
    printf("Ratio          : %d %\n", sd.q_nodes * 100 / nodes);
    printf("-----\n");
}
```

```
void printSearchHeader() {
    printf(
"-----\n");
    printf( "ply      nodes   time score pv\n");
    printf(
"-----\n");
}
```

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Dec 31, 2014

Dec 30, 2014

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