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```
#include "stdafx.h"

int is_rim[64] = {
    1,  1,  1,  1,  1,  1,  1,  1,
    1,  0,  0,  0,  0,  0,  0,  1,
    1,  0,  0,  0,  0,  0,  0,  1,
    1,  0,  0,  0,  0,  0,  0,  1,
    1,  0,  0,  0,  0,  0,  0,  1,
    1,  0,  0,  0,  0,  0,  0,  1,
    1,  0,  0,  0,  0,  0,  0,  1,
    1,  1,  1,  1,  1,  1,  1,  1
};

/* please note that this recognizer assumes that the position is legal
,
   i.e. side to move is not in check */

int isDraw() {

    /* no pawns */
    if (!b.PawnMaterial[WHITE] && !b.PawnMaterial[BLACK] ) {

        /* both sides have at most one minor piece - to guard against the possibility
           of a helpmate in the corner, we do not claim an immediate draw if the king
           of the weaker side stands on the edge of the board */

        if ( b.PieceMaterial[WHITE] < 400 &&
            b.PieceMaterial[BLACK] < 400 &&
            ( !is_rim[b.KingLoc[WHITE] ] || b.
PieceMaterial[BLACK] == 0 ) &&
            ( !is_rim[b.KingLoc[BLACK] ] || b.
PieceMaterial[WHITE] == 0 )
        )
            return 1;

    }

    /* default: no draw spotted */
```

```
    return 0;  
}
```

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Dec 31, 2014

Dec 30, 2014

Mar 12, 2018

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