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### Chesley,

an [open source chess engine](#) by [Matt Gingell](#) under the [GNU Public License](#), written in [C++](#) and supporting both [Windows](#) and [POSIX](#). Chesley is compatible with the [Chess Engine Communication Protocol](#). It takes its name from [Chesley B. “Sully” Sullenberger](#), the pilot who [successfully landed a airplane](#) on the [Hudson river](#) around the time Matt was getting started <sup>[1]</sup>. Chessley is a [bitboard](#) program, and applies [rotated bitboards](#) not using the [outer square optimization](#) for a fourfold table reduction <sup>[2]</sup>. Matt made experiments with the [Score](#) data type in Chesley, and replaced 32-bit integer by [Float](#), taking the same space <sup>[3]</sup>.

## See also

- [Given Name](#)

## External Links

- [SourceForge.net: Project chesley](#) by [Matt Gingell](#)
- [Chesley the Chess Engine!](#) by [Matt Gingell](#)

## References

1. <sup>^</sup> [Project chesley - Hello World!](#)
2. <sup>^</sup> [board.hpp](#)
3. <sup>^</sup> [Project chesley - Using floating point](#)

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