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[ChessBase 1.0](#) on [Atari ST](#) in 1987

ChessBase,

a chess [database front and back end](#) developed by [Matthias Wüllenweber](#) for the [Atari ST](#) which led to the foundation of the [ChessBase](#) company in 1986 ^[1] along with [Frederic Friedel](#) - the product name eponym of the company. ChessBase **1.0** was first released in January 1987 for the Atari ST running under [GEM](#). [Mathias Feist](#) joined ChessBase in the late 80s, and was responsible to port the database and interface from Atari ST into the [x86 DOS/Windows](#) world, and further integrated first chess engines into the ChessBase interface, turning this into [Fritz](#) in 1991. Subsequent ChessBase versions evolved to a sophisticated multiple purpose [GUI](#) for database management, database queries and [mining](#), [interactive multimedia](#) and [video tutorials](#), analyzing or playing [games](#) and automatic engine tournaments with various native, [UCI](#) or [WinBoard](#) compliant engines on a single computer, inside a [network](#) or [cloud](#), online play via the [Playchess chess server](#), and [Web-](#) and [desktop publishing](#) of chess related documents.

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GUI

The ChessBase **12** [GUI](#) is based on the fluent design as introduced by [Microsoft Office 2007](#), featuring a [ribbon](#) ^[3], which is a set of [toolbars](#) placed on [tabs](#). Beside the ribbon, the main window features various workspace layouts, either tiled by a navigation folder window, a database list view and database game-list and preview window, or game-lists for query results and game windows with board- and tabbed windows for [game notation](#), annotations, references, score sheet, [opening book](#) tree, etc., to play, replay or analyze a game.

Database

A chess database is an organized collection of hundreds, thousands, or nowadays even millions of [chess games](#). The proprietary ChessBase format manages those games with [indices](#) and [classifiers](#) for [data mining](#) and fast access. Queries for games can consider a variety of items, such as player names, date of games, [ECO code](#), thematic keys and fragments of positions. [PGN](#) is supported as interchange format.

Formats

The ChessBase 3 database format (**CBF**) used two kind of files, data (*.cbf) and indices (*.cbi). The move encoding was based on a deterministic [move generator](#), storing the generation number of a move. Along with ChessBase **6** in 1996, a new format was established, dubbed **CBH**, which was able to handle nested variations with annotations, multimedia files, and more sophisticated indices. One CBH database consists of more than ten files with various extensions ^[4], which can be archived inside a single file (*.cbv) format ^[5]. Apparently, the CBH file format was [reverse engineered](#) for interoperability purposes like import into other databases ^[6].

File Extensions

^[7]

- cbh - Game Data (Header)
- cbg - Game Moves and Variations (Game)
- cba - Annotations
- cbp - Player Index
- cbt - Tournament Index
- cbc - Commentators Index
- cbs - Source Index
- cko - Opening Key (Names)
- cpo - Positions, Openings
- ckn - General Theme Key (Names)
- cpn - Positions General Key
- ck1 ck2 ck3 - Tactical, Strategic and Endgame key (Names)
- cp1 cp2 cp3 - Positions Key
- cbv - Compressed and Archived Database
- cbz - Encrypted Archive
- cbb - Search Booster
- cbo - Extra Search Booster for Opening Positions
- cbd - Double hash tables, hashed info on the games, speeding up search
- cbi - Old Index File
- cbf - Old CB-Database
- [ctg](#) - Opening Tree of Games ([Opening Book](#))

Version History

- ChessBase 1, January 1987, [Atari ST](#) - [GEM](#)
- ChessBase 2, July 1988, [PC](#) - [DOS](#) ^[8], Atari ST - GEM
- ChessBase 3, 1991, PC - DOS, Atari ST - GEM ^[9]
- ChessBase 4, 1993, PC - DOS, Atari ST - GEM
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- ChessBase 6.0, 1996, PC - [Windows 95](#)
- ChessBase 7.0, August 1998, PC - [Windows 95, 98, NT](#) ^[10]
- ChessBase 8.0, September 2000, PC - [Windows 2000](#) ^[11]
- ChessBase 9, October 2004, PC - [Windows XP](#)
- ChessBase 10, October 2008, PC - [Windows Vista](#)
- ChessBase 11, October 2010, PC - [Windows 7](#)
- ChessBase 12, December 2012, PC - [Windows 8](#)
- ChessBase 13, November 2013, PC - [Windows 8](#)
- ChessBase 14, November 2016, PC - [Windows 10](#)

Chess Engines

ChessBase and [Fritz](#) compatible native [chess engines](#). To expand this list, create a new engine page with

the [tag "cbengines"](#).

1. [AnMon](#)
2. [Chess Tiger](#)
3. [Comet](#)
4. [Crafty](#)
5. [Doctor?](#)
6. [Fritz](#)
7. [Goliath](#)
8. [Gromit](#)
9. [Hiarcs](#)
10. [Houdini](#)
11. [Ikarus](#)
12. [Junior](#)
13. [Komodo](#)
14. [Nimzo](#)
15. [Patzner](#)
16. [Phalanx](#)
17. [Rybka](#)
18. [Shredder](#)
19. [SOS](#)
20. [Zappa](#)

See also

- [Chess Assistant](#)
- [Chess Query Language](#)
- [Endgame Tablebases](#)
- [Nalimov Tablebases](#)
- [Syzygy Bases](#)
- [Fritz](#)
- [jose](#)
- [NICBase](#)
- [Portable Game Notation](#)
- [SCID](#)
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