

## Table of Contents

[See also](#)

[Forum Posts](#)

[External Links](#)

[Chess Engine](#)

[Misc](#)

[References](#)

[What links here?](#)

[Home](#) \* [Engines](#) \* **Dimitri**

### Dimitri,

a [WinBoard](#) aka [Chess Engine Communication Protocol](#) compliant chess engine by [Luigino Viscione](#), written in [Visual Basic 6](#). Dimitri applies common [search](#) techniques such as [alpha-beta](#) with [transposition table](#) and [quiescence search](#) inside an [iterative deepening](#) loop, along with [null move pruning](#), [futility pruning](#), and [LMR](#) - its [evaluation](#) is aware of threats, [center control](#), and [king safety](#), and features a [tapered eval](#) using [piece-square tables](#). Already published in 2003 <sup>[1]</sup> a year before Luigino Viscione's second engine [ECE](#) in [C++](#), Dimitri 3 came back after ten years in April 2017. Dimitri **3.61** was released in August 2017 <sup>[2]</sup>.

## See also

- [ECE](#)
- [Given Name](#)

## Forum Posts

- [Dimitri engine](#) by [Dann Corbit](#), [Winboard Forum](#), November 07, 2003
- [DimitriWBE 3.11 \(WB\) and ECE X3 \(UCI\)](#) by [Norbert Raimund Leisner](#), [CCC](#), June 11, 2017

## External Links

## Chess Engine

- [Dimitri](#)
- [Dimitri](#) « [G 6](#)
- [Engine Download List](#) from [Ron Murawski's Computer-Chess Wiki](#) has old Dimitri versions
- [Dimitri 350a](#) in [CCRL 40/4](#)

## Misc

- [Dimitri from Wikipedia](#)
- [Dmitry from Wikipedia](#)

## References

1. [^](#) [Dimitri engine](#) by [Dann Corbit](#), [Winboard Forum](#), November 07, 2003
2. [^](#) [Dimitri](#)

## What links here?

Page	Date Edited
<a href="#">Dimitri</a>	Aug 22, 2017
<a href="#">ECE</a>	Aug 22, 2017
<a href="#">Engine releases</a>	Apr 23, 2018
<a href="#">Engines</a>	Mar 10, 2018
<a href="#">IGT 2017</a>	Oct 2, 2017

[Up one Level](#)