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Exact sequence <sup>[2]</sup>

**Exacto,**

a [Chess Engine Communication Protocol](#) compliant [open source chess engine](#) written by [Daniel Sparks](#) in [C++](#), the source code covered by a [BSD license](#). Starting with version **0.e**, released in March 2014, Exacto uses [bitboards](#) as internal board representation, while former versions, Daniel has worked on sporadically throughout the years, were [0x88](#) <sup>[1]</sup>.

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## Features

Version **0.e** features [plain magic bitboards](#) <sup>[3]</sup> to determine [sliding piece attacks](#).

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## Forum Posts

- [Can you try running my engine?](#) by [Daniel Sparks](#), [CCC](#), March 06, 2014
- [Engine release Exacto 0.e](#) by [Daniel Sparks](#), [CCC](#), March 10, 2014

## External Links

### Chess Engine

- [dans595/exacto · GitHub](#)

### Misc

- [exacto - Wiktionary](#)
- [Welcome to the Exacto Website!](#)
- [Exacto Watches](#)
- [Exactitud - Wikipedia.es](#) (Spanish)
- [exact - Wiktionary](#)
- [Exact sequence from Wikipedia](#)
- [Exact science from Wikipedia](#)
- [El Jazz y la Furia](#) - Exacto, [Universidad Michoacana de San Nicolás de Hidalgo](#), [YouTube](#) Video )

## References

1. [^ dans595/exacto · GitHub](#)
2. [^](#) Shows how any exact sequence is weaved together from several overlapping short exact sequences, [Axel Boldt](#), February 2004, [Exact science from Wikipedia](#)
3. [^](#) Features of 0.e as given from the [Exacto Homepage](#)

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