

[Home](#) * [Engines](#) * **Galahad**



Statue of [Galahad](#), [Ottawa](#) ^[4]

Galahad,

a [Chess Engine Communication Protocol](#) compatible [private chess engine](#) written by [James Swafford](#) in [C++](#) ^[1]. Galahad is a traditional [bitmap](#) based program performing an [Alpha-Beta](#) search with [opening book](#) and [endgame tablebase](#) access. It is the successor to the weaker freeware program [Tristram](#) ^[2].

An [open source Windows](#) version Galahad 1.0 with an own [GUI](#) didn't include the Chess Engine Communication Protocol compatible console engine. Its evaluation is a bitmap translation of [Tom Kerrigan's TSCP 1.3](#) ^[3].

Table of Contents

[See also](#)

[Forum Posts](#)

[External Links](#)

[References](#)

[What links here?](#)

See also

- [Arthurian legend](#)
- [Legend](#)
- [Prophet](#)
- [Tristram](#)

Forum Posts

- [Re: en-passant move generation](#) by [James Long](#), [CCC](#), February 07, 1999 » [En passant](#)
- [Galahad](#) by [James Swafford](#), [CCC](#), June 29, 1999
- [galahad 1.0 available \(with source\)](#) by [James Swafford](#), [CCC](#), August 30, 2000

External Links

- [Galahad \(disambiguation\) from Wikipedia](#)
- [Galahad from Wikipedia](#)
- [List of Arthurian characters from Wikipedia](#)
- [Galahad library from Wikipedia](#)

References

1. [^] [Re: Programming language](#) by [Dann Corbit](#), [Winboard Forum](#), September 04, 2001
2. [^] [Galahad](#) by [James Swafford](#), [CCC](#), June 29, 1999
3. [^] [galahad 1.0 available \(with source\)](#) by [James Swafford](#), [CCC](#), August 30, 2000
4. [^] [Galahad from Wikipedia](#), Sir Galahad statue, Parliament Hill, [Ottawa](#), [Ontario](#), [Canada](#)

What links here?

Page	Date Edited
CCT1	Dec 30, 2012
Engines	Mar 10, 2018
Galahad	Jan 8, 2015
James Swafford	Jan 1, 2018
Prophet	Sep 30, 2017
Tristram	Jan 29, 2014

[Up one Level](#)