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GambitVB [GUI](#), a [Windows Forms](#) collection [\[3\]](#)

GambitVB,

a chess program by [Wim Rens](#) running under the [Windows .NET framework](#). GambitVB plays reasonable chess, has an own [GUI](#), and is [open source](#), distributed under the terms of the [GNU General Public License](#) version 3 or later [\[1\]](#). It is written in [Visual Basic](#) and time critical parts in none [managed C++](#), incorporating old ideas of Wim Rens' earlier commercial program [Gambiet](#), as well as old ideas not possible to implement with the hardware of the 80s. GambitVB is [object-oriented](#), as described elaborately with [UML class diagrams](#) in a developer guide in [MS Word](#) format [\[2\]](#).

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Description

GambitVB has a [10x12 Board](#) and applies [alpha-beta](#) with [killer heuristic](#) inside an [iterative deepening](#) framework with [aspiration windows](#). Since GambitVB v2, the program performs some kind of [best-first](#) algorithm and keeps huge parts of the [search tree](#) in [memory](#), which offers fast access to valuable move tree search informations, missing in the standard [depth-first](#) approach. This can grow up to millions of [tree nodes](#) linked to a tree structure, which is still a small fraction of the total search tree. So called [Score](#)

objects, consisting of a vector of [material balance](#) and positional [evaluation](#) also considering [game phases](#), are used to compare board positions as better, equal, or worse. Release **v5.0** is intended for systems with Windows 7 64 bits, at least 4 cores ^[4].

See also

- [Gambiet](#)

External Links

- [Welcome to GambitVB](#)
[GambitVB Chess - v5.0 - Restricted hardware](#)
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[GambitVB Chess - Developer Guide](#)

References

1. [^ GambitVB Chess - Copyright \(C\) 2013 W.J.Rens](#)
2. [^ GambitVB Chess - Developer Guide](#)
3. [^ GambitVB Chess - Last Version - Free game and code](#)
4. [^ GambitVB Chess - v5.0 - Restricted hardware](#)

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